

FINAL BANTASY.

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GAME BASICS GETTING STARTED

Welcome to the beginning, not only of this guide, but to the FINAL FANTASY series. The graphics have been enhanced from their previous 8-bit incarnation and an impressive CG intro has been added. If you played FINAL FANTASY when it originally appeared on the NES, then you're already familiar with the game's mechanics. If you're a fan of the series and never played the original, then take a moment to browse the game manual for the basics of getting a game up and running.

The latest incarnation FINAL FANTASY includes a modified version of the original adventure (one big change is the ability to save almost anywhere and at almost any time), the bonus dungeons from Dawn of Souls, and a completely new dungeon called the Labyrinth of Time.



Picking the Right Party

At the beginning of the game, you must choose a class for each of your four characters. With six classes and four characters, this is a difficult decision. A good rule of thumb for a balanced party is to use two offensive characters (Warriors, Thieves, or Monks) and two spellcasters (Black Mages, White Mages, or Red Mages). To learn more about each character class, flip ahead to the "Character Classes" section.



The Controls

Main Menu

Pressing the
Triangle button
while not engaged
in battle brings
up the main
menu. This screen
provides a quick
overview of every
character's current



status, your current location, and progress through the game.

In addition, there are seven options that allow you to use Items or Magic, change a character's equipment, get an in-depth view of a character's status, change the party's formation, alter the configuration of the game settings, or save the game.

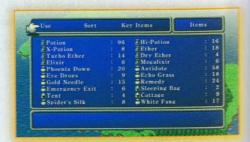
Soft Reset

Pressing START + SELECT + L + R takes you back to the opening game screen for FINAL FANTASY.

Items

Use this menu to manage the items in your inventory. The name of each item is listed, followed by the quantity of that particular item in your inventory. Your inventory can hold up to 99 of a single item.

The Key Items selection lists special items collected throughout your adventure. The items displayed here have specific uses that are triggered by events in the game.





Select a character to view a list of that character's current spells. This screen enables you to use certain spells (those highlighted in white text), or discard a spell that



you want to replace with another.

Equipment

A character's Equipment menu enables you to equip weapons, shields, helmets, armor and gloves. The four values on the bottom-right side of the screen change based on the item being equipped (some of the items obtained from the bonus dungeons impact other numbers not seen on this screen). Yellow numbers indicate an improvement, while gray numbers indicate a decline in those four stats.



Select Optimal to automatically equip the items with the best stats. Select Remove, then choose a piece of equipment to return that piece of equipment to the party's inventory. Don't leave this screen too quickly! Keep in mind that the Optimize option does not take into account any enemies that you may encounter. A Mythril Sword has a lower Attack rating than a Flame Sword, but you don't want to equip a Flame Sword if you're about to face a Red Dragon.

Status

The Status screen shows each ability rating for a particular character, as well as that character's current EXP and the amount of EXP needed to level up. Before



venturing into a new area, check each character's Status screen to see if anyone is about to level up.

Formation

This option allows you to select two characters and switch their places in the party's marching order.

Configuration

The Configuration menu allows you to change the gameplay settings. Highlight a selection to display information about that option on the bottom of the screen.



Dash

On Always dash while moving.

Off Dash only when dash button is pressed.

This is only effective in towns and dungeons. It has no real impact on gameplay other than speeding through these areas.

Cursor

Default Keep default cursor position in menus.

Memory Remember cursor position in menus.

If you repeat the same commands and use the same items continuously, the Memory option reduces the tedium of selecting the same options on every turn.

Message Speed

The closer to 'Fast' this option is set, the quicker messages will scroll during the game.

Controls

This menu enables you to change the Confirm/Back button, Menu button, Bestiary button and how you control your party's movement.

Window Color

Use this option to change the Red, Green and Blue settings of the menu windows.

Bestiary

Each enemy you fight and the number defeated is listed here. There is a completion percentage (which comes into play as one of the game's secrets) included on the main screen.



Select an enemy to view additional information about it.

Terrain and Travel



Plains



Forest



Desert



Stone



Mountains



Shallow Water

Modes of Transportation

WALKING: The party can walk over Plains, Forest, Desert, and Stone areas.

SHIP: The Ship is used to travel over deep water, but is limited to docking at a harbor until the party gains the use of the Canoe. With the Canoe, the Ship can dock at rivers.

CANOE: The Canoe is used to cross the shallow water of rivers and lakes.

AIRSHIP: The Airship flies over every type of terrain, but can only land on open plains.



Deep Water

BASICS OF BATTLE

While exploring dungeons and castles or traveling from town to town, your party will randomly encounter groups of enemies. In addition, there are prearranged battles against bosses that are triggered by speaking with certain NPCs, or by stepping on a certain point.



Between Battles

When you're not actively engaged in a battle, you can prepare each character—or your entire party—to improve their chances for survival and success. Each town or monster-infested area may contain better equipment than what your party currently uses. When you acquire something new (by purchasing it, looting it from a chest, or if it's dropped by an enemy), compare it against your characters' current equipment. Items that can't be equipped (Antidotes, Potions, etc.) generally serve as back-ups for White Magic spells that your party may not have. These items, which are used to restore HP or remove status ailments, are consumed after a single use. You cannot consume Key Items; these items are necessary to trigger certain events and advance the game's storyline.

You must purchase Black and White Magic from the appropriate magic shops, which are always located inside a town. Generally, Black Magic is used to inflict damage and status ailments, while White Magic is used to restore HP and remove status ailments. Not all characters can use magic, but it's extremely important to keep spell lists full for the ones who can.

Use the Formation command in the main menu to change the order of your characters (the character in the top position appears on the screen while you're navigating). Characters closer to the top position are more likely to get hit, so place the characters with the highest hit points accordingly.

During Battle

Unlike the later games in the FINAL FANTASY series, FINAL FANTASY has a fairly simple battle system. Your characters have six choices from which to select one action per round of battle. Those options are:

- Attack a single enemy with that character's equipped weapon.
- Use Magic to heal allies' HP, remove status effects, or inflict damage on enemies.
- 3. Defend in an attempt to reduce damage taken from enemy attacks.
- Use Items from your party's inventory, or one that the character has equipped.
- 5. Equip an item from your party's inventory to use in battle (the character can perform another action this turn).
- 6. Attempt to Flee the battle.

After Battle

After a successful battle, the surviving members of your party (those who aren't KO'd or afflicted with Stone) divvy up the EXP and collect all the gil and items (if there are any) left behind.

EXP is used to raise each character's level. The higher a character's level, the more powerful he or she is in combat and—if they can cast spells—the more MP he or she will have to use on magic.

There are several methods to use to restore the entire group's HP and MP. Sleeping Bags and Tents restore some HP to each party member and can be used anywhere on the World Map. Cottages are the same, but they restore more HP and all MP to each character. Staying at an Inn restores each character's full HP and MP.



STATUS CONDITIONS AND THEIR CURES

Many magical status effects raise and lower stats, like Haste and Slow. There are seven status conditions with special effects that are important to know. These conditions can affect both allies and enemies.

POISON

The character takes damage each turn of battle and for each step taken between battles.

Use the spell Poisona or the item Antidote to remove this ailment. Note that this condition persists after a battle ends if it isn't removed.

PARALYSIS

The character cannot move or act.

This ailment may go away on any turn, but always vanishes when a battle ends

SLEEP

The character cannot move or act.

This ailment may go away on any turn, but always disappears when a battle ends.

DARKNESS

The character's accuracy and evade scores drop.

Use Blindna to remove this ailment. If nothing is done during battle, the condition always goes away when the battle ends.

SILENCE

The character cannot cast spells.

Use the spell Vox to cure this ailment. If nothing is done during battle, the condition always goes away when the battle ends.

STONE

The character cannot act.

Use the spell Stona or the item Gold Needle to remove this ailment. Note that this condition persists after a battle ends if it isn't removed.

KO

When a character's HP reach 0, the character cannot move or act

To revive a KO'd character, use the Life or Full-Life spells, a Phoenix Down, or visit a Sanctuary and make the requested donation.

ONE MORE CONDITION...

There is one more status condition: Confusion. Caused by the spell of the same name, this condition only affects enemies. When affected, the enemies turn the other direction. A confused enemy will attack its comrades or itself at random.





THE MARK SYSSHEM

Magic is divided into two categories (Black and White) and ranked from level 1 to 8. Although there are four Black Magic spells and four White Magic spells in each level, each character can only learn three spells per level. If you would like to learn a spell but have already filled the three

slots allowed, you may use the Discard option in the Magic menu to drop a spell and free up a spot. You can fill Red Mages' slots with any combination of White and Black Magic spells, provided they can learn those spells. Knights have a limited selection of White Magic, while Ninjas face the same situation with Black Magic.

It takes MP to cast spells and all spell levels use the same pool of MP. Each class that can cast spells gains MP with each level increase, but the amount gained is random. For this reason, if you have a Warrior or Thief in your group, it's a good idea to complete the class change as early as possible to maximize the amount of MP the Knights and Ninja can accrue.

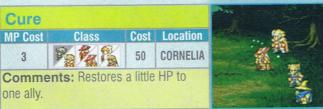




Level :







		Water Barrier	OF PERSONS ASSOCIATION		
Dia				The state of	
MP Cost	Class	Cost	Location	0	
5	%%%	50	CORNELIA	N. T.	
Comme undead f	ents: Deals dar oes.	mage t	to all		

MP Cost	Class	Cost	Location
3	强格局	50	CORNELIA
Comme defense.	ents: Raises o	ne ally	'S



Level 2

MP Cost			Location
3	P. 2 12	250	PRAVOKA



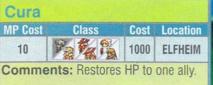
NulShock					
MP Cost	Class	Cost	Location		
8	邓 福温	250	PRAVOKA		
Comme	ents: Reduces	lightni	ng		
damage l	by half.				

8	P. 12 12	250	PRAVOKA	N P
Comme damage	ents: Reduces by half.	54		
Silene	ce			704

Silend	de			
MP Cost	Class	Cost	Location	o a
5	72 74 Ta	250	PRAVOKA	mindo-
Comme casting s	A CONTRACTOR OF THE PARTY OF TH			

White Magic

Level 3





1900000	Heal			
	MP Cost	Class		Location
	10	% % %	1000	ELFHEIM
1	Comme entire par	ents: Restores ty.	a little	HP to



Diara

MP Cost	Class	Cost	Location
12	%%%	1000	ELFHEIM

Comments: Deals damage to all undead foes.



NulBlaze

MP Cost	Class	Cost	Location
8	元 有	1000	ELFHEIM
Comme	ents: Reduce	es fire da	mage by
half.			



White Magic

Level 4

Fear

MP Cost	Class	Cost	Location
10	% 作品	2500	ELFHEIM

Comments: Drives all foes away in terror.



m	-	8	_	_	n	_	
	റ	e	S	n	n	а	
	~	ш	-	~		5/4	

MP Cost	Class	Cost	Location
3	强强温	2500	ELFHEIM

Comments: Cures poison.



NulFrost

MP Cost	Class	Cost	Location
8	% 作品	2500	ELFHEIM

Comments: Reduces ice damage by half.



Vox

VOX			
MP Cost	Class	Cost	Location
3	% 作品	2500	ELFHEIM
	- 0 ''	DAGSSTON SAND	

Comments: Cures silence.



White Magic

Level 5

Curaga

Ì	MP Cost	Class	Cost	Location
	20	验和	5000	MELMOND
ĺ	Comme	ents: Restore	es a lot c	of HP to

one ally.



Healara

MP Cost	Class	Cost	Location
25	獨有是	5000	MELMOND
	ents: Restores		
party.			



Diaga

MP Cost	Class	Cost	Location
25	验验是	5000	MELMOND

Comments: Deals damage to all undead foes.



Life

MP Cost	Class	Cost	Location
20	% 有 %	5000	MELMOND

Comments: Revives one KO'd ally.



White Magic

Level 6

Exit					
MP Cost	Class	Cost	Location		
10	验有是	13,000	CRESCENT		
Comments: Transports party out of					
dungeon	2				



Protera					
MP Cost	Class	Cost	Location		
20	为有人	13,000	CRESCENT LAKE		
Comments: Raises party's defense.					



Invisi	ra			
MP Cost	Class	Cost	Location	
25	% % %	13,000	CRESCENT	
Comments: Raises party's evasion.				



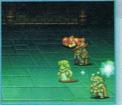
Stona					
MP Cost	Class	Cost	Location		
10	为发展	13,000	CRESCENT LAKE		
Comments: Cures stone.					



White Magic

Level 7





Healaga					
MP Cost	Class	Cost	Location		
38	%%%	30,000	ONRAC		
Comments: Restores a lot of HP to					
entire party.					



MP Cost	Class	Cost	Locatio
35	路衛星	30,000	GAIA
Comme	ents: Deals da		



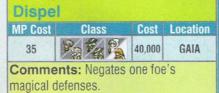
NulDeath					
MP Cost	Class	Cost	Location		
28	74 74 PA	30,000	ONRAC		
Comments: Enhances party's					
defense against death.					



White Magic

Diaja

Level 8





Holy			
MP Cost	Class	Cost	Location
50	%%%	40,000	
Comme holy light	ents: Damages	all for	es with



Full-Life					
MP Cost	Class	Cost	Location		
40	% % %	40,000	LUFENIA		
Comments: Revives one ally and fully					
restores HP.					



NulAl				
MP Cost	Class	Cost	Location	
40	%%%	40,000	GAIA	
Comments: Reduces damage from spells by half.				



Black Magic



Level 1

Fire			
MP Cost	Class	Cost	Location
5	看有是	50	CORNELIA
Comments: Deals fire damage to one			







to one foe.

of attacks.

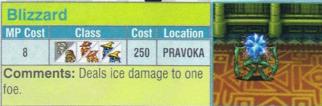
to all foes.

Black Magic

evasion.



Level 2



Slow			
MP Cost			Location
5	阳龙龙	250	PRAVOKA
Comments: Reduces all foes' number			



	Dark			
	MP Cost	Class	Cost	Location
No. of Contract	5	看有是	250	PRAVOKA
	Comme	ents: Blinds all	foes v	vith
	darkness	A THE RESERVE		



Temper					
MP Cost	Class	Cost	Location		
10	陽為陰	250	PRAVOKA		
Comments: Baises one ally's attack					



Black Magic



Level 3

Fira			
MP Cost	Class	Cost	Location
15	獨和私	1000	ELFHEIM
Comme	ents: Deals fire	dama	ge to all
foes.			



Hold					
MP Cost			Location		
10	阳阳层	1000	ELFHEIM		
Comments: Paralyzes one foe					



Focar	a				
MP Cost			Location		
10	阿尔尼	1000	ELFHEIM		
Comments: Lowers evasion of all					
fnac					



Thundara					
MP Cost	Class				
15	海水 层	1000	ELFHEIM		
Comments: Deals lightning damage					



Black Magic



Level 4

-					
_	_	_	_	-	_
×	 -	7	-	r	_
_	 ~	_	-		-

MP Cost Class Cost Location

18 2500 ELFHEIM

Comments: Deals ice damage to all



Haste

MP Cost Class Cost Location

15 2500 ELFHEIM

Comments: Double one ally's number of attacks.



Confuse

MP Cost	Class	Cost	Location
15	清松层	2500	ELFHEIM
0	-t Courses to		huma an

Comments: Causes foes to turn on each other.



Sleepra

MP Cost Class Cost Location
15 2500 ELFHEIM

Comments: Puts one foe to sleep



Black Magic



Level 5

Firaga

The second second second			
MP Cost	Class	Cost	Location
30	看有发	5000	MELMONE

Comments: Deals fire damage to all foes.



Slowra

MP Cost	Class	Cost	Location
18	看有是	5000	MELMOND

Comments: Reduces one foe's number of attacks.



Scourge

MP Cost	Class	Cost	Location
28	强强险	5000	MELMOND

Comments: Instantly kills all foes.



Teleport

MP Cost	Class	Cost	Location
5	强和发	5000	MELMOND

Comments: Transports party to previous floor.



Black Magic



Level 6

Death

MP Cost	Class	Cost	Location
30	30 30 13,000	12 000	CRESCEN
30	語為	13,000	LAKE

Comments: Instantly kills one foe.



Stun

MP Cost	Class	Cost	Location	
20	强和	13,000	CRESCENT LAKE	
Comments: Paralyzes one foe				

Quake

MP Cost		Class		Cost	Location
32		解		13,000	CRESCENT
Comme swallow		Calls	an	earthqu	uake to



Thundaga

MP Cost	Class	Cost	Location
35	海龙 龙	13 000	CRESCENT
	10 TA 10		LAKE
Comments: Deale lightning damage			

Comments: Deals lightning damage to all foes.



Black Magic



cation

Level 7

Blind			
MP Cost	Class	Cost	Location
25	强强	30,000	ONRAC

Comments: Blinds one foe with darkness.



Break						
MP Cost						
30	為和監	30,000	GAIA			
Comme	ents: Petrifies	one foe				



F3 I	Ē.	-	-	-
PS 1	17	721	-	7
	F See		3	Sex.
wienen	distance of the last	-	-	

MP Cost	Class	Cost	Location
40	海海龙	30,000	GAIA

Comments: Deals ice damage to all



Saber				
MP Cost	Class	Cost	Location	
25	陽解陰	30,000	ONRAC	
Comments: Raises caster's attack				

and accuracy.



Black Magic

Flare MP Cost

and heat.



Level 8





Stop					
MP Cost	Class	Cost	Location		
30	海海湾	40,000	GAIA		
Comments: Stops time and paralyzes all foes.					



Kill			
MP Cost	Class	Cost	Location
40	% 解 %	40,000	GAIA
Comme	ents: Instantly	kills or	ne foe.



Warp			
MP Cost	Class	Cost	Location
38	强强 层	40,000	GAIA
Comme	ents: Banishes	foes t	o another

dimension.



EVENUE

A great deal of the following Items, Armor, and Weapons may also appear in randomized treasure chests in the bonus dungeons.

RECOVERY ITEMS

Potion

What It Does: Restores 50 HP.

Chest Chaos Shrine, Matoya's Cave x2, Mount Duergar, Cavern of Earth B1, Flying Fortress 1F, Flying

Fortress 3F

Prize 15 Puzzle, no placing

Shop Cornelia, Pravoka, Elfheim, Crescent Lake

Cost/Sell 40 gil/20 gil

Dropped Goblin Guard, Crazy Horse, Sahagin, Clay Golem,

Black Goblin

Hi-Potion

What It Does: Restores 150 HP.

Chest Mount Gulg B2

Shop Crescent Lake, Gaia, Onrac, Whisperwind Cove B1-

B9

Cost/Sell 150 gil/75 gil

Dropped Green Slime, White Croc, Knocker

X-Potion

What It Does: Fully restores HP.

Chest Dragon Caves B1
Prize 15 Puzzle, 1st Place
Dropped Lesser Tiger, Echidna
Sell 300 gil

Ether

What It Does: Restores 50 MP.

Chest Mount Duergar, Cavern of Ice B1

Prize 15 Puzzle, no placing

Shop Pravoka, Crescent Lake, Gaia, Onrac

Cost/Sell 150 gil/75 gil

Dropped Air Elemental, Unicorn

Turbo Ether

What It Does: Restores 150 MP.

Shop Whisperwind Cove B11-B19

Cost/Sell 500 gil/250 gil

Dropped Earth Plant

Dry Ether

What It Does: Fully restores MP.

Chest Dragon Caves B1, Chaos Shrine 3F

Prize 15 Puzzle, 2nd place

Dropped Lich, Ahriman, Holy Dragon

Sell 800 gil

Elixir

What It Does: Fully restores HP and MP.

Chest Dragon Caves B1, Chaos Shrine 3F

Prize 15 Puzzle, 2nd place

Dropped Death Eye

Sell 1000 gil

Domady

Megalixir

What It Does: Fully restores party's HP and MP.

Chest	Chaos Shrine B2
Dropped	Dragon Zombie, Phantom Train, Abyss Worm
Sell	2000 gil

Antidote

What It Does: Cures poison.

Chest	Matoya's Cave, Marsh Cave B3, Cavern of Earth B1, Mount Gulg B2, Mount Gulg B4, Sunken Shrine 5F
Prize	15 Puzzle, no placing
Shop	Cornelia, Pravoka, Elfheim
Cost/Sell	50 gil/25 gil
Dropped	Warg Wolf, Desertpede, Gloom Widow, Python

Eye Drops

What It Does: Cures darkness.

Prize	15 Puzzle, no placing
Shop	Pravoka
Cost/Sell	50 gil/25 gil
Dropped	Ogre Mage, Kraken

Gold Needle

What It Does: Cures stone.

Chest	Chaos Shrine, Cavern of Earth B3, Mount Gulg B4 or Mount Gulg B5, Dragon Caves B1, Flying Fortress 3F x2
Prize	15 Puzzle, no placing
Shop	Elfheim, Onrac
Cost/Sell	500 gil/250 gil
Dropped	Cockatrice, Pyrolisk, Basilisk

Echo Grass

What It Does: Cures silence.

Prize	15 Puzzle, no placing
Shop	Elfheim
Cost/Sell	50 gil/25 gil
Dropped	Skeleton

Remedy

What It Does: Cures ailments except stone and KO.

Prize	15 Puzzle, 2 nd place
Shop	Onrac, Whisperwind Cove B21-B29
Cost/Sell	1500 gil/750 gil
Dropped	Earth Elemental, Bloody Eye, Catoblepas

Phoenix Down

What It Does: Revives one KO'd ally.

Chest	Marsh Cave B3, Mount Gulg B2
Prize	15 Puzzle, no placing
Shop	Cornelia, Pravoka, Crescent Lake, Gaia, Whisperwind Cove B11-B19
Cost/Sell	500 gil/250 gil
Dropped	Mindflayer, Soldier

Sleeping Bag

What It Does: Partially restores party's HP. Can only be used outdoors.

Chest	Cavern of Earth B3, Cavern of Ice B1
Shop	Cornelia
Cost/Sell	50 gil/25 gil
Dropped	Weretiger

Tent

What It Does: Partially restores party's HP and MP. Can only be used outdoors.

	Ca	astle Cornelia 1F, Chaos Shrine, Mount Duergar, avern of Earth B2, Cavern of Earth B4, Mount Gulg 2, Dragon Caves B1, Mirage Tower 1F
Shop Elfheim, Crescent Lake, Gaia	Shop Ell	fheim, Crescent Lake, Gaia
Cost/Sell 160 gil/80 gil	Cost/Sell 16	60 gil/80 gil
Dropped Hill Gigas, Manticore	Dropped Hi	ill Gigas, Manticore

Cottage

WHAT IT DOES: Fully restores party's HP and MP. Can only be used outdoors.

Chest
Castle Cornelia 1F, Marsh Cave B3, Mount Duergar,
Mount Gulg B4, Citadel of Trials 3F, Dragon Caves B1,
Mirage Tower 2F, Flying Fortress 2F

Shop
Gaia, Onrac
Cost/Sell
2000 gil/1000 gil

Dropped
Crocodile

Emergency Exit

What It Does: Transports party out of dungeons and towns.

Prize 15 Puzzle, 2nd place

Dropped Purple Worm

Sell 100 gil

COMBAT ONLY ITEMS

Hermes' Shoes

What It Does: Casts Haste.

Prize 15 Puzzle, 2nd place
Shop Whisperwind Cove B31-B39
Cost/Sell 6500 gil/100 gil
Dropped Vampire Lord, Mage Chimera

Cockatrice Claw

What It Does: Petrifies one foe.

Prize 15 Puzzle, 3rd place

Dropped Poison Eagle

Sell 100 gil

Spider's Silk

What It Does: Slows down all foes.

Prize 15 Puzzle, 3rd place

Dropped Scorpion

Sell 100 gil

Red Curtain

What It Does: Casts NulBlaze.

Prize
15 Puzzle, 3rd place
NPC Sale
Whisperwind Cove
Cost/Sell
300 gil/100 gil
Dropped
Dark Wizard, Flare Gigas

Light Curtain

What It Does: Casts NulAll.

NPC Sale Whisperwind Cove

Cost 1000 gil

Dropped Cagnazzo

Sell 100 gil

Lunar Curtain

What It Does: Casts NulDeath.

NPC Sale Whisperwind Cove

Cost/Sell 500 gil/100 gil

Dropped Scarmiglione, Yellow Dragon, Black Dragon

Blue Curtain

What It Does: Casts NulShock.

Prize 15 Puzzle, 3rd place
NPC Sale Whisperwind Cove
Cost/Sell 300 gil/100 gil
Dropped Sahagin Queen

White Curtain

What It Does: Casts NulFrost.

Prize	15 Puzzle, 3 rd place
NPC Sale	Whisperwind Cove
Cost/Sell	300 gil/100 gil

Blue Fang

What It Does: Casts Thundara.

Prize	15 Puzzle, 3 rd place
Sell	100 gil

White Fang

What It Does: Casts Blizzara.

Prize	15 Puzzle, 3 rd place
Dropped	Wild Nakk, Dark Wolf
Sell	100 gil

Red Fang

What It Does: Casts Fira.

Prize	15 Puzzle, 3 rd place
Dropped	Fire Hydra
Sell	100 gil

Vampire Fang

What It Does: Paralyzes one foe.

Prize	15 Puzzle, 3 rd place
Sell	100 gil
A MARKETT	

Giant's Tonic

What It Does: Temporarily raises max HP.

Shop	Caravan	
Cost/Sell	1500 gil/750 gil	
Dropped	Tyrannosaur	

Faerie Tonic

What It Does: Temporarily raises max MP.

Shop	Caravan	
Cost/Sell	1500 gil/750 gil	1000

Strength Tonic

What It Does: Temporarily raises attack.

Shop	Caravan	
Cost/Sell	1000 gil/500 gil	
Dropped	Allosaurus, Mad Ogre	

Protect Drink

What It Does: Temporarily raises defense.

Shop	Caravan, Whisperwind Cove B1-B9
Cost/Sell	1000 gil/500 gil

Speed Drink

What It Does: Temporarily raises agility.

Shop	Caravan
Cost/Sell	1000 gil/500 gil

STAT BOOSTING ITEMS

Soma Drop

What It Does: Raises max MP by 5.

Chest	Bonus Dungeons Only
Sell	100 gil

Silver Apple

What It Does: Raises max HP by 5.

Chest	Bonus Dungeons Only
Sell	100 gil

Golden Apple What It Does: Raises max HP by 10. Dropped Marilith Sell 100 ail Power Plus What It Does: Raises strength. Dropped Hyenadon Sell 100 qi Speed Plus What It Does: Raises agility. Chest Bonus Dungeons Only Sell 100 gil KEY ITEMS NPC: Castle Cornelia, 2F Lute A sonorous instrument of great beauty. Chest: Marsh Cave, B3 Crown DESCRIPTION A crown that shimmers mysteriously. Battle: Western Keep Crystal Eye DESCRIPTION A transparent orb of crystal. NPC: Matoya's Cave **Jolt Tonic** DESCRIPTION Serum to break even the deepest sleep. **FOUND** NPC: Elven Castle Mystic Key DESCRIPTION Key that opens magically

Mind Plus What It Does: Raises intelligence. Chest Bonus Dungeons Only Sell 100 gil Stamina Plus What It Does: Raises stamina. Chest Bonus Dungeons Only Sell 100 gil Luck Plus What It Does: Raises luck. Chest Bonus Dungeons Only Sell 100 gil **FOUND** Visible: Flying Fortress, 2F Adamantite DESCRIPTION Legendary metal of renowned strength. **FOUND** Chest: Sunken Shrine, 5F Rosetta Stone DESCRIPTION A tablet inscribed with ancient writing. Chest: Cavern of Earth, B3 Star Ruby DESCRIPTION An enormous red jewel. NPC: Sage's Cave **FOUND** Earth Rod DESCRIPTION A rod imbued with earth and nature.

FOUND

DESCRIPTION

Levistone

Visible: Cavern of Ice, B2

in the air.

origin.

Mysterious rock that floats

A dulcet chime of Lufenian

sealed doors.

Rat's Tail Chest: Citadel of Trials, 3 DESCRIPTION A token of valor a strength.	Llouico Kov	
Warp Cube FOUND NPC: Waterfall Cavern	a multi-hued Cat's Whisker FOUND Bonus Dungeons Token given in recognition of friendship.	of
Faerie's Bottle/ Bottled Faerie FOUND Shop: Caravan DESCRIPTION A bottle containing	Arm Parts Bonus Dungeons DESCRIPTION Components of a robotic arm.	and magne of com-
Oxyale Pound NPC: Gaia DESCRIPTION A strange liquid the forth air.	Shoulder Parts FOUND Bonus Dungeons Components of a robotic shoulder.	de la companya de la
FOUND NPC: Crescent Lake DESCRIPTION Small boat for cre and rivers.	ossing lakes TOTSO Parts Description Components of a robotic torso.	
FOUND Bonus Dungeons DESCRIPTION A sweet candy like dwarves.	ked by the Audio Circuit DESCRIPTION Component enabling sound synthesis.	
Ocarina FOUND Bonus Dungeons	ument of Leg Parts FOUND Bonus Dungeons DESCRIPTION Components of a robotic leg	g.
FOUND Bonus Dungeons DESCRIPTION An airship compo	onent. FOUND Bonus Dungeons DESCRIPTION Plating shielding external components.	
Pickaxe FOUND Bonus Dungeons	A.I. Chip Bonus Dungeons DESCRIPTION A chip containing an A.I. program.	
Autograph Bonus Dungeons DESCRIPTION Nerrick's signature	Head Parts FOUND Bonus Dungeons	
Witch's Brew Description Matoya's own relative any illness.	Battery Circuit FOUND Bonus Dungeons DESCRIPTION Bridge for connecting batte and chip.	ery
Smyth's DESCRIPTION A well-worn set of blacksmith's tool		

ARMOR

BODY ARMOR

	4	Clothe	S		
	Def	EVA	Wgt	Class	Description
Меаропѕ	+1	-2	2	看着着着看着	Ordinary clothing.
Mea	Che	st	Cave	rn of Ice B2, Flying Fortress 3F	1
	Four	nd	Starti	ng Gear (all classes)	
	Sho	р	Corne	elia	
	Cos	t/Sell	8 gil/	4 gil	
Armor	49	Bard:	s Tun	ic	
	Def	EVA	Wgt	Class	Description
	+20	-3	3	鸦嘴看着眉眉	A light, loose-fitting tunic.
	Sho	р	Whis	perwind Cove B1-B9	
	Cos	t/Sell	67,3	00 gil/100 gil	
tems	Dro	pped	Oed Two-Headed Dragon		
Ite	₩ Blāck Robe				
	Def	EVA	Wgt	Class	Description
	+24	-2	2	为为为为为为 为	A robe that casts Blizzara when used.
	Che	st	Flyin	g Fortress 2F	
	NPC	Sale) Whis	eperwind Cove	
	Cos	t/Sell	25,0	00 gil/100 gil	

₩hite Robe

A Wgt	Class	Description
2	为为为为有政	A robe that casts Invisira when used.
Flyii	ng Fortress 2F	
ale whi	sperwind Cove	
ell 25,	5,000 gil/1 gil	
	2 Flyir Whi	A Wgt Class 2 Flying Fortress 2F Alle Whisperwind Cove ell 25,000 gil/1 gil

Gaia Gear

Def	EVA	Wgt	Class	Description
+35	-2	2	为为是常是这	A robe instilled with the earth's grace.
Drop	oped	Unde	ergrounder	
Sell		100 gil		

Leather Armor

EVA	Wgt	Class	Description
-8	8	为为为发展发	Armor made of hardened leather.
0	Corn	elia, Pravoka	
/Sell	40 gi	I/20 gil	
	-8)	-8 8 Corn	EVA Wgt Class -8 8

Chāin Mail

Def	EVA	Wgt	Class	Description
+15	-15	15	1972	Mail of interwoven chain links.
Shop Cornelia, Pravoka				
Cos	t/Sell	65 gi	l/32 gil	

Iron Armor

DEF	EVA	Wgt	Class	Description
+24	-23	23	为 为为为为为为	Armor made of thinly hammered iron.
Che	Chest o		e Cornelia 1F	
Sho	р	Pravo	oka, Elfheim	
Cos	t/Sell	640 (gil/320 gil	

Knight's Armor

Def	EVA	Wgt	Class	Description	
+34	-33	33	为为为为为为	Armor crafted from steel plate.	
Sho	р	Melm	nond		
Cost/Sell		36,00	36,000 gil/18,000 gil		

Mythril Mail

Def	EVA	Wgt	Class	Description
+18	-8	8	为为为为为为	Mail crafted from mythril.
Che	st	Mour	nt Duergar	10
Sho	p	Creso	cent Lake	
Cos	t/Sell	6000	gil/3000 gil	

Flame Mail

Wgt	Class	Description
10	为为为为为为为	Mail infused with the power of fire.
Mou	nt Gulg B5	
15,0	00 gil	
	10 Mour	Wgt Class 10 Mount Gulg B5 15,000 gil

SIce Armor

Def	EVA	Wgt	Class	Description
+34	-10	10	为为是是是	Armor infused with the power of ice.
Che	st	Cave	rn of Ice B3	
Sell		15,00	00 ail	

Diamond Armor

Def	EVA	Wgt	Class	Description
+42	-10	10	为为为为为为	Armor crafted from diamond.
Che	st	Sunk	en Shrine 4F	
Sell		30,00	00 gil	
Sell		30,00	00 gil	

Dragon Mail

Def	EVA	Wgt	Class	Description
+42	-10	10	为为为为为为	Mail fashioned from dragon scales.
Che	st	Miraç	ge Tower 2F	
Sell		30,00	00 gil	

Genji:Armor

Def	EVA	Wgt	Class	Description
+35	-7	10	19 19 19 19 19 19 19 19 19 19 19 19 19 19	Heavy armor crafted in a distant land. (+5 Strength, +3 Agility, +3 Intelligence, +2 Stamina)
Dro	oped	Warn	nech	
Sell		100	jil	

Copper Armlet

Def	EVA	Wgt	Class	Description
+4	-1	1	为为为为为为 为	An armlet crafted from copper.
Che	st	Mars	h Cave B3	
Sho	р	Elfhei	im	
Cos	t	800 (gil/400 gil	

Silver Armlet

Del	EVA		Class	Description
Def	EVA	wgt	Class	Description
+15	-1	1	鸦嘴看着眉唇	An armlet of worked silver.
Che	st	Mars	h Cave B3	
Shop Melmond				
Cos	t/Sell	4000	gil/2000 gil	

Rúby-Armlet

Def	EVA	Wgt	Class	Description
+24	-1	1	汽车车车车车	An armlet ornamented with rubies.
Che	st	Citad	el of Trials 3F	
Sho	p	Gaia		
Cos	t/Sell	40,00	00 gil/20,000 gil	

Diamond Armlet

Def	EVA	Wgt	Class	Description
+34	-1	1	为为为发展发	An armlet adorned with diamonds.
Chest		Sunk	en Shrine 5F	
Sell		32,50	00 gil	MAN

Sage's Surplice

Def	EVA	Wgt	Class	Description
+25	-2	2	对对对发展发	A robe that enhances intelligence. (+5 Intelligence)
Sho	р	Whis	perwind Cove B11-B19	
Cost/Sell 70		70,0	00 gil/100 gil	

Maximillian

Def	EVA	Wgt	Class	Description
+55	-10	10	为为为为为为	Suit of armor made of pure steel. (+5 Strength, +10 Stamina)
Dropped		Chro	nodia	
Sell		100 9	lic	

Lordly Robes

Def	EVA	Wgt	Class	Description
+37	+4	1	ZZZZZZ	A robe immersed in holy power. (+20 Intelligence, regenerates 10% of the character's max HP)
Dro	Dropped c		nodia	
Sell 100		100	gil	

Survival Vest

Def	EVA	Wgt	Class	Description
+45	+14	1	MANANA	A vest that musters strength. (+15 Agility, +15 Stamina)
Dro	oped	Chro	nodia	
Sell		100	gil	

Crystal Mail

3						
Def	EVA	Wgt	Class	Description		
+44	-10	10	22222	Mail of crystal, crafted long ago. (+3 Intelligence)		
Che	st	Bonu	s Dungeons Only			
Sell		100	gil	1		

Thief's Armlet

Def	EVA	Wgt	Class	Description
+30	+4	1	为为为为为为为	An armlet that enhances agility. (+5 Agility)
Che	st	Bonu	s Dungeons Only	
Sell		100	gil	

Black Garb

Def	EVA	Wgt	Class	Description
+40	+8	2	33 33333	Light, durable suit from a distant land. (+1 Strength, +10 Agility)
Che	st	Bonu	s Dungeons Only	
Sell		100	gil	

Kenpogi

Def	EVA	Wgt	Class	Description	
+28	-1	1	33 3333	An outfit favored by martial artists. (+3 Strength)	
Sho	р	Whis	perwind Cove B21-B29		
Cost/Sell		61,21	61,200 gil/100 gil		

Def	EVA	Wgt	Class	Description
+38	0	1	22222	A sash woven with a unique thread. (+15 Strength, +1 Agility, +5 Stamina)
Che	st	Bonu	s Dungeons Only	
Sell		100 (lig	

Pred Jacket

Def	EVA	Wgt	Class	Description
+24	0	2	BANKER	A jacket that protects against flame. (+5 Strength, +2 Agility, +1 Intelligence, +4 Stamina)
Che	st	Bonu	s Dungeons Only	
Sell		100	gil	

Light Robe

Def	EVA	Wgt	Class	Description
+35	-2	2	NANA NANA	A robe imbued with the spirit of light. (+5 Intelligence)
Che	st	Bonu	s Dungeons Only	
Sell		100 (gil	

SHIELDS

Leather Shield

Def	EVA	Wgt	Class	Description	
+2	+0	0	为为为为为为	A shield made of hardened leather.	
Chest		Cave	rn of Earth B2		
Sho	р	Pravo	oka		
Cost/Sell		12 gi	12 gil/6 gil		
Dropped Pirat		Pirate		A Line British	

₩Iron Shield

	ar our samera						
Def	EVA	Wgt	Class	Description			
+4	+0	0	127 2222	A shield wrought from iron.			
Sho	р	Elfhei	im				
Cost/Sell		80 gi	I/40 gil				

Buckler

Def	EVA	Wgt	Class	Description
+2	+0	0	为为对发展发展	A small shield.
Sho	р	Cres	cent Lake	
Cost/Sell		2000	gil/1000 gil	

Mỹthril Shield

Def	EVA	Wgt	Class	Description
+8	+0	0	747/27/2	A shield crafted from mythril.
Che	st	Cave	rn of Earth B4, Mount Gulg B2	
Sho	р	Creso	cent Lake	
Cos	Cost/Sell		gil/1000 gil	

Flame Shield

Def EVA	Wgt	Class	Description
+12 +0	0	为为为为为为为	A shield alive with the power of fire.
Chest	Mour	nt Gulg B4	
Sell	5000	gil	



Def	EVA	Wgt	Class	Description	
+12	+0	0	为为为为为为	A shield alive with the power of ice.	
Che	st	Cave	rn of Ice B1		
Drop	oped	Winte	er Wolf		
Sell		5000 gil			

Protect Cloak

Def	EVA	Wgt	Class	Description
+8	-2	2	为为为有有 有	A large cloak worn over armor.
Chest		Flying	Fortress 3F, Chaos Shrine B2	
NPC	Sale	Whis	perwind Cove	
Cos	t/Sell	20,00	00 gil/10,000 gil	

Diamond Shield

Def	EVA	Wgt	Class	Description
+16	+0	0	看着着着着	A shield made of diamond.
Chest		Sunk	en Shrine 5F, Flying Fortress 2F	
Sell		7500	gil	

Elven Cloak

Def	Eva	Wgt	Class	Description
+9	0	1	鸡鸡鸡鸡鸡鸡	A cloak enchanted with elven magic. (+1 Agility, +1 Intelligence)
Sho	р	Whis	perwind Cove B31-B39	
Cost/Sell 5		55,80	00 gil/100 gil	

Aegis Shield

Def	EVA	Wgt	Class	Description	
+16	+0	0	242444	A shield that guards against stone.	
Che	st	Mirag	ge Tower 1F		
Sell		20,00	0,000 gil		

Zephyr Cape

Def	EVA	Wgt	Class	Description
+4	+9	1	鸡鸡鸡鸡鸡鸡	A cape alive with the spirit of wind.
Sho	р	Whis	perwind Cove B21-B29	
Cost/Sell		51,00	00 gil/100 gil	
Dropped Death Elemental			A	

Hero's Shield

Def	EVA	Wgt	Class	Description	
+16	+40	0	为为为为为为为	Shield that wards off status ailments.	
Chest		Bonu	s Dungeons Only		
Sell		100 (100 gil		

Genji:Shield

Def	EVA	Wgt	Class	Description
+14	+42	8	196	Heavy shield crafted in a distant land.
Che	Chest		s Dungeons Only	
Sell		100 (lic	

Master Shield

Def	EVA	Wgt	Class	Description
+19	+31	0	为为为发展发	A shield once held by a great hero. (+1 Agility, +1 Intelligence)
Dropped chronodia				
Sell		100	lic	1

Crystal Shield

Def	EVA	Wgt	Class	Description
+15	+45	0	为为 为有名名	A shield of crystal, crafted long ago.
Chest		Bonus Dungeons Only		
Sell		100 gil		

HELMETS

Leather Cap

Def	EVA	Wgt	Class	Description		
+1	-1	1	为为为发展发展	A cap made of leather.		
Chest		Chaos Shrine				
Sho	р	Elfhe	im			
Cos	t/Sell	65 gi	65 gil/32 gil			

WHēlm

Def	EVA	Wgt	Class	Description
+3	-3	3	为为为为为为为	A small helm.
Sho	р	Elfhe	im	
Cost/Sell 8		80 gi	1/40 gil	

Great Helm

Def	EVA	Wgt	Class	Description
+5	-5	5	为为是是是是	A helm that covers the entire head.
Che	Chest		nt Duergar	
Sho	Shop Mel		nond	
Cos	t/Sell	360 (gil/180 gil	

Mythril Helm

Def	EVA	Wgt	Class	Description	
+6	-3	3	为为是有是这	A helm wrought from mythril.	
Che	Chest		Giant's Cave, Mount Gulg B2 x2, Flying Fortress 2F		
Sho	р	Creso	cent Lake		
Cost/Sell		2000	gil/1000 gil		

Healing Helm

Def	EVA	Wgt	Class	Description
+6	-3	3	海海海海 海海	A helm that casts Heal when used.
Chest		Miraç	ge Tower 1F, Flying Fortress 1F	
Sell		10,00	00 gil	

Diamond Helm

Def	EVA	Wgt	Class	Description
+8	-3	3	2000年100日	A helm made of diamond.
Chest		Sunk	en Shrine 5F	
Sell		5000	gil	

Ribbon

Def	EVA	Wgt	Class	Description
+1	-1	1	为为为发展发展	Ribbon that wards off special attacks.
Chest		Water	rfall Cavern, Sunken Shrine 2F, Flying	g Fortress 2F
Sell		1 gil		

Black Cowl

Def	EVA	Wgt	Class	Description
+8	+12	1	ZYZZZZ	Black hood brought from a distant land. (+3 Strength, +3 Agility, +3 Stamina)
Che	Chest		s Dungeons Only	
Sell		100 (pil	

Sage's Mitre

Def	EVA	Wgt	Class	Description	
+5	-1	1	为为为为为人	A hat made of enchanted cloth. (+5 Intelligence)	
Sho	р	Whis	perwind Cove B31-B39		
Cost/Sell		45,20	45,200 gil/100 gil		

Twist Headband

Def	EVA	Wgt	Class	Description
+3	0	1	为为为为 为及为	A headband favored by martial artists. (+10 Strength. +1 Agility, +2 Stamina)
Che	st	Bonu	s Dungeons Only	
Sell		100	gil	

₩izard's Hat

Def	EVA	Wgt	Class	Description
+4	-1	1	MAZZZZ	A traditional hat brimming with magic. (+5 Intelligence)
Sho	p	Whis	perwind Cove B21-B29	
Cos	t/Sell	46,6	00 gil/100 gil	

Genji Helm

Def	EVA	Wgt	Class	Description
+9	+12	3	197	A heavy helm crafted in a distant land. (+3 Intelligence)
Dro	oped	Typho	on	
Sell		100	gil	

Tiger Mask

	11901	TILCOLI			
Def	EVA	Wgt	Class	Description	
+8	0	2	ANN NEWS	A light mask made in a tiger's likeness. (+3 Strength, +2 Agility, +1 Stamina)	
Che	st	Bonu	s Dungeons Only		
Sell 10		100	ail		

Shadow Mask

Def	EVA	Wgt	Class	Description
+3	+34	2	为为为为为为为	Mask that is a testament to darkness. (+30 Agility)
Dro	oped	Chro	nodia	
Sell 100		100	gil	

Crystal Helm

-	orjote	La Time Market		
Def	EVA	Wgt	Class	Description
+10	+12	3	22222	A helm of crystal, crafted long ago. (+3 Intelligence)
Chest		Bonu	as Dungeons Only	
Sell		100	gil	
7				*

Feathered Cap

Def	EVA	Wgt	Class	Description
+4	+9	1	1911	A light cap woven of silk.
Che	st	Bonu	s Dungeons Only	
Sell		100		

₩ Red Cap

Def	EVA	Wgt	Class	Description
+8	+2	1	NAX KAN	A cap that awakens latent abilities. (+4 Strength, +3 Agility, +2 Stamina)
Che	st	Bonu	s Dungeons Only	
Sell		100	gil	

Def	EVA	Wgt	Class	Description
+1	-1	1	1944 184	Gloves made of leather.
Sho	р	Pravo	oka	
Cost/Sell		50 gi	1/25 gil	

Bronze Gloves

Def	EVA	Wgt	Class	Description
+2	-3	3	为为发生发生	Gloves made of bronze.
Che	st	Elven	Castle	
Sho	р	Melm	nond	
Cos	t/Sell	160 g	gil/80 gil	

\$\steel:Gloves

Def	EVA	Wgt	Class	Description
+4	-5	5	1978	Gloves made of steel.
Che	st	West	ern Keep, Citadel of Trials 3F	
Sho	Shop Melmond		ond	
Cost/Sell		600 gil/300 gil		

Mythril Gloves

Def	EVA	Wgt	Class	Description	
+6	-3	3	1972 488	Gloves made of mythril.	
Chest		Mour	Mount Gulg B2, Cavern of Ice B3		
Shop		Crescent Lake			
Cost/Sell		2000 gil/1000 gil			

Protect Ring

Def	EVA	Wgt	Class	Description
+8	-1	1	为为为有是在	Ring that guards against instant death.
Che	Chest		Fortress 1F, Flying Fortress 3F, Cha	os Shrine B2
Shop		Gaia		
NPC Sale		Whis	perwind Cove	
Cost	/Sell	16,00	00 gil/8000 gil	

Diamond Gloves

Def	EVA	Wgt	Class	Description
+8	-3	3	2/2/2/2/2	Gloves made of diamond.
Che	Chest		en Shrine 5F, Flying Fortress 2F	
Sell		10,00	10,000 gil	

Gauntlets

Def	EVA	Wgt	Class	Description
+6	-3	3	7274 72 72 72 72 72 72 72 72 72 72 72 72 72	Gloves that cast Thundara when used.
Chest		Citad	el of Trials 2F or Citadel of Trials 3F	
NPC	Sale	Whis	perwind Cove	
Cos	t/Sell	15,00	00 gil/7500 gil	

Giant's Gloves

Def	EVA	Wgt	Class	Description
+6	-3	3	1978 1978	Gloves that cast Saber when used.
Che	st	Sunke	en Shrine 2F	
Sell		5000	gil	

Genji:Gloves

Def	EVA	Wgt	Class	Description
+9	+13	2	为为为为为为	Heavy gloves crafted in a distant land.
Dropped Gilgamesh				
Sell		100 g	li	

Crystal Gloves

Def	EVA	Wgt	Class	Description
+10	+12	3	7.7.2.2.2.2	Gloves of crystal, crafted long ago. (+3 Intelligence)
Chest		Bonu	s Dungeons Only	
Sell		100	gil	

* Thief's Gloves

Timer b dioves					
Def	EVA	Wgt	Class	Description	
+6	+14	1	为为为为为为	Gloves that enhance agility. (+5 Agility)	
Chest		Bonu	s Dungeons Only		
Sell		100 g	100 gil		
4	Crystal Ring				
Def	EVA	Wgt	Class	Description	
				A ring of crystal crafted	

+9	+4	1	22222	A ring of crystal, crafted long ago. (+5 Agility)
Chest		Bonu	s Dungeons Only	
Sell		100 g	li	

🍄 Angel's Ring

EVA	Wgt	Class	Description
-1	1	NANKAK	Ring fashioned after an angel's feather.
Chest		s Dungeons Only	
	100	gil	
	-1	-1 1 Bonu	ES ALSO

WEARONS

AXES

Battle Axe

ATK	ACC	Class	Description
+16	+5	为 有是有是	An axe made for battle.
Shop)	Pravoka	
Cost/Sell		450 gil/225 gil	

Great Axe

ATK	ACC	Class	Description
+22	+5	为为是有是	A large axe made for battle.
Chest		Giant's Cave	
Dropped		Minotaur Zombie	
Sell		800 gil	

Light Axe

ATK	ACC	Class	Description			
+28	+15	海海海南 海海海	An axe that casts Diara when used.			
Ches	st	Sunken Shrine 4F, Sunken Shrine 2F				
NPC	Sale	Whisperwind Cove				
Cost/Sell		10,000 gil/5000 gil				
AND DESCRIPTION OF THE PERSON						

Mythril Axe

t from mythril.

Rune Axe

ATK	ACC	Class	Description
+40	+20	为为是常是	An axe that casts Curaga when used. (+3 Intelligence)
Dropped		Prototype	
Sell		100 gil	

Gigantaxe

ATK	ACC	Class	Description
+42	0	22222	An axe boasting superb attack power. (+4 Strength, -4 Intelligence)
Ches	t	Bonus Dungeons Only	
Sell		100 gil	

Viking Axe

ATK	ACC	Class	Description
+25	+10	为为是各国发	An axe once wielded by vikings. (-10 Evasion)
Shop		Whisperwind Cove B11-B19	
Cost/Sell		43,300 gil/100 gil	

© Ogrekiller

ATK A	CC	Class	Description
+30 (0	海温温温温温	An axe effective against giants.
Shop		Whisperwind Cove B31-B39	
Cost/Sell		37,100 gil/100 gil	



Nunchaku

ATK	ACC	Class	Description
+12	+0	这个人 是是这	Wooden nunchaku.
Shop		Cornelia	
Cost	/Sell	8 gil/4 gil	

Iron Nunchaku

ATK	ACC	Class	Description
+16	+0	为为 对对对对	Nunchaku made of iron.
Shop)	Elfheim	
Cost	/Sell	160 gil/80 gil	

HAMMERS

Mythril Hammer

ATK	ACC	Class	Description
+12	+5	7.7.2.2.2.2.2	A hammer wrought from mythril.
Chest		Elven Castle	
Shop		Crescent Lake	
Cost/Sell		2000 gil/1000 gil	
die			

Hammer

ATK	ACC	Class	Description
+9	+0	19	A hammer made for battle.
Shop		Cornelia, Pravoka	
Cost/Sell		8 gil/4 gil	

War Hammer

ATK	ACC	Class	Description
+30	+0	Para A TA	A hammer that strikes hard.
Shop		Whisperwind Cove B31-B39	
Cost		38,000 gil/100 gil	
Dropped		Sekhret	

Thores Hammer

ATK	ACC	Class	Description
+18	+15	747474	Hammer that casts Thundara when used.
Chest		Mirage Tower 2F	
NPC	Sale	Whisperwind Cove	
Cost	/Sell	40,000 gil/20,000 gil	

STAVES

Staffa

ATK	ACC	Class	Description
+6	+0	为军者在官者	A wooden staff.
Chest		Cavern of Earth B4, Mount Gulg B4	
Found		Starting Equipment (White Mage, Monk)	
Shop		Cornelia	
Cost/Sell		4 gil/2 gil	Market Land
Dropped		Zombie	

Staff Judgment Staff

ATK	ACC	Class	Description
+25	+25	%%%%%%%	A staff that casts Flare when used. (+3 Intelligence)
Drop	ped	Atomos	
Sell		100 gil	

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Items & Equipment

Walkthrough

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WHealing Staff

ATK	ACC	Class	Description
+6	+0	27222	A staff that casts Heal when used.
Chest		Citadel of Trials 3F	
NPC	Sale	Whisperwind Cove	
Cost	Sell	25,000 gil/12,500 gil	

Power Staff

ATK	ACC	Class	Description
+12	+0	MARKE	A staff with good attack power.
Chest		Western Keep	
Dropped		Rhyos	
Sell		6172 gil	
Sell		6172 gil	

Mage's Staff

ATK	ACC	Class	Description	
+12	+10	为为为为为为	A staff that casts Fira when used.	
Chest		Sunken Shrine 4F		
NPC	Sale	Whisperwind Cove		
Cost	/Sell	25,000 gil/12,500 gil		

Crosier

ATK	ACC	Class	Description
+14	+0	197	A staff topped with an iron ring.
Shop		Elfheim, Melmond	
Cost/Sell		160 gil/80 gil	
Dropped		Wraith	

*Rune Staff

ATK	ACC	Class	Description
+25	+25	为为为为为为	A staff that casts Healara when used. (+10 Intelligence)
Dropped		Tiamat, Orthros	
Sell		100 gil	

Wizard's Staff

ATK	ACC	Class	Description
+15	+15	为为为为为为	A staff that casts Confuse when used.
Chest		Waterfall Cavern	
NPC	Sale	Whisperwind Cove	
Cost	/Sell	50,000 gil/25,000 gil	

Sage's Staff

	- Lago v Maii				
ATK	ACC	Class	Description		
+20	+10	是温度发展	A staff that casts Life when used. (+15 Intelligence)		
Dropped		Squidraken			
Sell		100 gil			

Golden Staff

n
nhances (+20 Intelligence)
NO STATE

KNIVES

WKnife

ATK	ACC	Class	Description
+5	+10	为为为为为为	A small knife.
Found		Starting Equipment (Warrior, Thief,	Red Mage, Black Mage)
Shop		Cornelia	
Cost/Sell		4 gil/2 gil	
Dropped		Minotaur	

Dagger

ATK	ACC	Class	Description
+7	+10	为为为为为为	A large knife.
Chest		Marsh Cave B2	
Shop		Elfheim	
Cost	/Sell	140 gil/70 gil	

Weapons

Mythril Knife

ACC	Class	Description			
+15	为为是有是有	A knife wrought from mythril.			
st	Castle Cornelia 1F				
)	Crescent Lake				
/Sell	640 gil/320 gil				
	+15	ACC Class +15 Castle Cornelia 1F Crescent Lake			

Cat Claws

ATK	ACC	Class	Description
+22	+35	22222	A weapon with razor-sharp blades.
Shop		Gaia	
Cost/Sell		52,000 gil/26,000 gil	

Mage Masher

ATK	ACC	Class	Description
+20	+30	为为为发展发	A knife that casts Silence when used. (+5 Intelligence)
Shop		Whisperwind Cove B11-B19	
Cost/Sell		69,700 gil/100 gil	

Lust Dagger

ATK	ACC	Class	Description
+50	+70	为为为为为为	A knife that enhances agility. (+20 Evasion, +20 agility)
Dropped		Chronodia	
Sell		100 gil	

Assassin Dagger

ATK	ACC	Class	Description
+30	+40	为为为为为为	A dagger that casts Kill when used. (+13 Evasion, +3 Agility, +2 Intelligence)
Ches	st	Bonus Dungeons Only	
Sell		100 gil	

orichalcum

ATK	ACC	Class	Description
+28	+35	为为为发展发	A knife with a gleaming golden blade.
Chest		Bonus Dungeons Only	
Sell		100 gil	

Gladius

	uluulus				
	ATK	ACC	Class	Description	
-	+23	+30	鸦嘴嘴嘴嘴	A dagger crafted to be feather- light. (+10 Evasion)	
	Shop		Whisperwind Cove B1-B9		
	Cost/Sell		73,900/100 gil		

SWORDS

Duel Rapier

ATK	ACC	Class	Description
+27	+30	为为发发发发	A rapier refined for battle. (+80 Evasion)
Shop		Whisperwind Cove B1-B9	N d
Cost/Sell		75,900 gil/100 gil	

Saber

ATK	ACC	Class	Description	
+13	+5	为为为为为为	A long sword made for piercing.	
Chest		Castle Cornelia 1F		
Shop		Elfheim, Melmond		
Cost/Sell		360 gil/180 gil		
Dropped		Buccaneer		

Fālchion

ATK	ACC	Class	Description
+15	+10	MAKAKAK	A sword that widens toward its tip.
Chest		Western Keep	
Shop		Melmond	DAY.
Cost/Sell		360 gil/180 gil	
ARCHIO .			

Broadsword

ATK	ACC	Class	Description
+15	+10	为 看着有人	Sword with a wide, double-edged blade.
Chest		Marsh Cave B2	
Shop)	Pravoka	
Cost/Sell		450 gil/225 gil	

Wyrmkiller

ATK	ACC	Class	Description
+19	+15	为为是在是是	A sword effective against dragons.
Chest		Mount Duergar	
Dropped		White Shark	
Sell		4000 gil	

Mythril Sword

	> Injunin short						
	ATK	ACC	Class	Description			
	+23	+15	鸡鸡鸡鸡鸡鸡	A sword wrought from mythril.			
Shop)	Crescent Lake				
	Cost/Sell		3200 gil/1600 gil				
	Dropped		Astos				
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WKotētsu

ATK	ACC	Class	Description
+22	+20	鸡嘴嘴嘴嘴嘴	A small katana designed for easy use.
Shop)	Whisperwind Cove B21-B29	
Cost		55,900 gil/100 gil	
Drop	ped	Cerberus	

Barbarian's Sword

ATK	ACC	Class	Description
+125	+20	为强星发展发	A sturdy sword with a wide blade. (+18 Strength, +13 Stamina)
Drop	ped	Chronodia	
Sell		100 gil	

Coral-Sword

ATK	ACC	Class	Description
+19	+15	看着最后是	A sword effective against aquatic foes.
Ches	st	Cavern of Earth B2	
Sell		4000 gil	

Longsword

ATK	ACC	Class	Description
+20	+10	为智慧格型各	A large, double-edged sword.
Shop		Melmond	
Cost/Sell		1200 gil/600 gil	
Drop	ped	Garland	
Alle			

Great Sword

ATK	ACC	Class	Description
+21	+20	为国际发展发展	A sword effective against giants.
Ches	t	Mount Gulg B2	
Sell		4000 gil	

Ragnarok

ATK	ACC		Description
+55	+40	PAR ARK	A sword etched with words of the gods. (+33 Evasion, +7 Strength, +3 Agility, +7 Intelligence, +7 Stamina, Casts Flare)
Drop	ped	Shinryu	
Sell		100 gil	
			A CONTRACTOR OF THE STREET,

Murasame

ATK	ACC	Class	Description
+50	+10	MAZ WES	A sword also known as the Demonblade. (+35 Evasion, +5 Strength, -5 Agility, +5 Intelligence, +5 Stamina, Casts Protect)
Drop	ped	Omega	
Sell		100 gil	

*Rune-Blade

ATK	ACC	Class	Description
+18	+15	为为为为为为	A sword effective against spellcasters.
Ches	st	Chaos Shrine	
Sell		2500 gil	

Werebuster

ATK	ACC	Class	Description
+18	+15	7 77773	A sword effective against werebeasts.
Ches	t	Chaos Shrine	
Sell		3000 gil	
1		THE PARTY OF	

Sun Blade

ATK	ACC	Class	Description
+32	+30	5 43433	A sword effective against undead.
Ches	t	Mirage Tower 2F	
Sell		10,000 gil	

PRAZET

flems

	ATK	ACC	Class	Description
	+22	+20	747474	A saber that casts Scourge when used.
ľ	Ches	t	Flying Fortress 1F	
	Sell		30,000 gil	

Flame Sword

ATK	ACC	Class	Description
+26	+20	为为为发展为为	A sword that dances with flame.
Ches	t	Cavern of Ice B2	
Sell		5000 gil	

Lightbringer

ATK	ACC	Class	Description
+48	+40	22222	A sword that casts Holy when used. (+7 Strength, +7 Agility, +7 Intelligence, +7 Stamina, +57 Evasion)
Drop Sell	ped	Death Gaze 100 gil	

Deathbringer

Deathorniger					
ATK	ACC	Class	Description		
+33	+20	ANNANA	A sword that casts Death when used. (+5 Evasion, +5 Strength, +5 Agility, +5 Intelligence, +5 Stamina)		
Drop	ped	Black Knight, Reaper			
Sell		100 gil			

SIce Brand

ATK	ACC	Class	Description
+29	+25	为为为为为为	A sword gripped by winter's chill.
Ches	it	Mount Gulg B4, Citadel of Trials 3F	
Sell		7500 gil	

Defender

ATK	ACC	Class	Description
+30	+35	727272	A sword that casts Blink when used.
Chest		Waterfall Cavern	
Sell		20,000 gil	

Excalibur

	ATK	ACC	Class	Description
	+45	+35	744444	Sword crafted from a legendary metal.
	NPC Event		Mount Duergar (made with Adama	ntite)
	Sell		30,000 gil	
-)				

Sasuke's Blade

ATK	ACC	Class	Description
+33	+35	是温温温温温	A small katana used by ninja.
Chest		Flying Fortress 3F, Chaos Shrine B2	
Sell		30,000 gil	

Masamune

ATK	ACC	Class	Description			
+56	+50	为为发展发展	A legendary katana without peer.			
Chest		Chaos Shrine B4				
Sell		30,000 gil				

SAsura

ATK	ACC	Class	Description
+25	+25	为为是是是	A sword whose name embodies battle.
Dropped		Pharaoh	
Sell		100 gil	

Vorpal Sword

ATK	ACC	Class	Description
+24	+25	海海海海 海海	A very sharp crescent blade.
Chest		Mirage Tower 1F	
Sell		15,000 gil	

PRAPIÈR

ATK	ACC	Class	Description
+9	+5	为为为为为为为	A sword with a slender blade.
Shop		Cornelia	
Cost/Sell		8 gil/4 gil	

Scimitar

ATK	ACC	Class	Description
+10	+10	鸡鸡鸡鸡鸡鸡	A sword with a curved blade.
Shop		Pravoka	
Cost/Sell		160 gil/80 gil	

WKikūichimonji

CONTRACTOR OF THE PARTY OF THE				
ATK	ACC	Class	Description	
+35	+25	为为是发展的	A chrysanthemum adorns its scabbard. (+5 Strength)	Game
Drop	ped	Kraken, Rubicante		ne Basics
Sell		100 gil		S
4	Dark ² C	laymore		The Magic System
ATK	ACC	Class	Description	c Sys
+40	+5	为温度温度温度	A sword with a shimmering black blade.	tem
Drop	ped	Mythril Golem		Items &
Sell		100 gil		£ Equ
		Na Sandali Z		& Equipment
W	raveh	eart		
ATK	ACC	Class	Description	harac
+30	+52	为为为为为为为	A sword that casts Confuse when used.	Character Classes
Dron	ned	Parhariagia Vamatana Orashi		Ses

Dark Claymore

ATK	ACC	Class	Description
+40	+5	为为为为为为	A sword with a shimmering black blade.
Drop	ped	Mythril Golem	
Sell		100 gil	

Braveheart

ATK	ACC	Class	Description
+30	+52	为为是是是	A sword that casts Confuse when used.
Drop	ped	Barbariccia, Yamatano Orochi	
Sell		100 gil	

Enhancer

ATK	ACC	Class	Description
+28	+25	为为是是是这	An unusual rapier infused with magic. (+7 Intelligence)
Drop	ped	Duel Knight	
Sell		100 gil	

WUltima Weapon

ATK	ACC	Class	Description	ľ
+100	+100	PARKER.	A sword bound to its wielder's HP.	
Ches	t	Whisperwind Cove B40		O CHANGE
Sell		100 gil	Market 1	0001010

CHARACIUM CLASSIAS UNDERSTANDING ABILITY SCORES

Each character has seven ability scores and four combat parameters. The ability scores are part of each character and increase as a character levels up. The combat parameters add the effects of ability scores with the effects of equipment.

Gaining Levels

Because there is some randomness to the statistical, HP, and MP increases due to gaining levels, it's worthwhile to save just before a character gains a level. That way if a character ends up with small increases it's easy to use a quick reboot, reload the last save and regain the level.

巤	Gill Lv. HP MP	7 Red Mage 90 / 90 53 / 53
截	Mid Lv. HP MP	7 Red Mage 67 / 67 54 / 54
惫	Yura Lv. HP MP	7 Red Mage 107 / 107 48 / 48
截	Kory Lv. HP MP	7 Red Mage 85 / 85 52 / 52

This is also why it's also a good idea to have characters level up at different times to avoid a situation where one character levels up with good numbers while another character levels up with poor numbers. Unfortunately, the only ways to prevent characters from gaining EXP is to have them end a fight either KO'd or with the Stone status effect.

Ability Scores



1 HP (Hit Points)

The amount of damage the character can sustain before being KO'd. The number on the left is current HP, while the number on the right is the character's maximum HP.

2 MP (Magic Points)

The amount of magic a character can use. The number on the left is current MP, while the number on the right is the character's maximum MP.

3 Magic Level

The highest level of magic available to the character.

4 Strength

Strength, added to an equipped weapon's strength, determines the amount of damage the character causes with an attack.

5 Agility

Agility raises the Evasion parameter. Higher Agility scores mean it is more likely that the character will act earlier in battle, making it easier to flee from combat.

6 Intelligence

Intelligence determines the odds of success on hit-or-miss spells like Sleep and Bind, and the amount of damage from attack spells or recovery from healing spells.

7 Stamina

Stamina is used to determine a character's HP growth between levels. A higher Stamina number leads to a higher Max HP.

8 Luck

This stat determines the odds of scoring a Critical Hit (when an attack inflicts double the damage). Also, like Agility, it makes it easier to escape from battle and for the party to get a pre-emptive strike.

Combat Parameters

The last five scores (HP and MP don't affect the parameters) combined with the effects of equipment determine the character's four combat parameters:

Attack

This score is equal to the equipped weapon's power plus half the character's strength.

Accuracy

This number determines the accuracy and number of attacks that are attempted. For each multiple of 32 in this score, the character gets an additional attack. Keep this in mind when deciding whether to equip an accurate weapon or a powerful one. If the accurate one pushes this score over a multiple of 32, it's the right choice.

Defense

When an enemy attack connects, a character's defense determines how much of the enemy's attack gets through and how much is blocked by equipped armor. Equipped armor includes shields, helms, armor and gloves.

Evasion

Evasion is based on Agility but it is lowered based on the equipped armor.

Whereas a higher defense lowers damage caused from being hit, a higher Evasion lowers the chance of the attack connecting.

Equipment Carryove

When determining which equipment a class can use, remember that even after a character changes classes, they can still use the equipment from the previous class. For example, if you equip White Mages with Ruby Armlets, they can still use it as White Wizards.

Defense vs. Evade

Heavy armor raises Defense but lowers Evasion. This means that heavily armored Warriors are hit more often, but receive less damage. Monks tend to have high Evasion scores, but take major damage with each hit.



Gaining Levels

The following table indicates the number of EXP required to level up a character. The center column shows the total EXP gained, while the last column illustrates the EXP necessary to increase to the next level.

For all levels beyond level 47, the number of EXP required to reach the next level is 21,750 except for the rare instances in which it's 21,748 or 21,749.

Black	many management		
BIS	LVL	CUMULATIVE EXP	EXP TO REACH LVL
H	1	0	N/A
pJ	2	14	14
White Mage / White Wizard	3	42	28
1011	4	98	56
M	5	196	98
9.6	6	350	154
Ma	7	574	224
hite	8	882	308
3	9	1288	406
	10	1806	518
P	11	2675	869
izar	12	3851	1176
No	13	5258	1407
Re	14	6917	1659
Red Mage / Red Wizard	15	8849	1932
/ Ma	16	11,075	2226
Rec	17	13,616	2541
	18	16,493	2877
	19	19,727	3234
	20	23,339	3612
	21	27,350	4011
aste	22	31,781	4431
/ BB	23	36,653	4872
Monk / Master	24	41,987	5334
18	25	47,804	5817
	26	54,125	6321
	27	60,971	6846
	28	68,363	7392
	29	76,322	7959
	30	84,869	8547
linja	31	94,025	9156
5	32	103,811	9786
Thief / Ninja	33	114,248	10,437
	34	125,357	11,109
	35	137,159	11,802
	36	149,675	12,516
	37	162,926	13,251
	38	176,933	14,007
ght	39	191,717	14,784
Kni	40	207,299	15,582
Warrior / Knight	41	223,700	16,401
Varri	42	240,941	17,241
2	43	259,043	18,102
	44	278,027	18,984
	45	297,914	19,887
	46	318,725	20,811
	47	340,475	21,750

Magic Levels

This table explains the minimum level a character must achieve before he or she can employ spells from a given level of magic. For example, Black Mages gain the ability to use level 4 magic at level 13, while Red Mages must wait until level 15.

Minimum Level to Learn Magic			
LVL	K	多	
1	1	1	1
2			
- 3	2		
4		2	2
5			
6			
7			
8	3		3
9		3	
10			
11			
12			
13	4		
14			4
15		4	
16			
17			
18			
19	5		
20			5
21			
22			
23		5	
24			
25			
26	6		
27			6
28			
29		6	
30			
31			
32			
33	7		
34			7
35			
36			
37		7	
38			
39	8		8

The game's most basic character may be its best. Warriors have access to the best weapons and armor, which leads to high Attack and impressive Strength and Stamina. They have the most HP of any character class.

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Starting Stats		
Strength	10	
Agility	8	
Intelligence	1	
Stamina	15	
Luck	8	
HP	35	
MP	0	

Equipment Usable by Warrior

ARMOR	Clothes, Leather Armor, Chain Mail, Iron Armor, Knight's Armor, Mythril Mail, Flame Mail, Ice Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
SHIELD	Leather Shield, Iron Shield, Buckler, Mythril Shield, Flame Shield, Ice Shield, Aegis Shield, Protect Cloak
HELMET	Leather Cap, Helm, Great Helm, Mythril Helm, Ribbon
GLOVES	Leather Gloves, Bronze Gloves, Steel Gloves, Mythril Gloves, Giant's Gloves, Protect Ring

weapons	Usable by Waltion
AXE	Battle Axe, Great Axe, Light Axe, Mythril Axe
HAMMER	Hammer, Mythril Hammer
STAFF	Staff, Power Staff, Crosier
KNIFE	Knife, Dagger, Mythril Knife
SWORD	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune
	Blade, Werebane, Coral Sword, Wyrmkiller, Long Sword,
	Claymore, Mythril Sword, Flame Sword, Ice Brand, Sunblade,
	Masamune







Knights have all of the strengths of the Warrior, plus the ability to cast White Magic spells up to level 3.

Equipment Usable by Knight

Equipment obtable by rungin		
ARMOR	Diamond Armor, Dragon Mail	
SHIELD	Diamond Shield	
HELMET	Healing Helm, Diamond Helm	
GLOVES	Diamond Gloves, Gauntlets, Giant's Gloves	

Weapons Usable by Knight

Blink

HAMMER	Thor's Hammer
KNIFE	Cat Claws
SWORD	Venom Blade, Vorpal Sword, Defender, Excalibur

White Magic Usable by Knight LEVEL 1 LEVEL 2 LEVEL 3 Cure NulShock NulBlaze Protect Invis Cura

Blindna Silence

The Thief is more fragile than the Warrior and causes far less damage. What you get in return is Agility and Luck; these two things make it easy to escape battles and occasionally allows your party to attack first. The Thief can only wear light armor and has a limited selection of weapons.

Starting Stats	
Strength	5
Agility	15
Intelligence	1
Stamina	5
Luck	15
HP	30
MP	0

Equipment Usable by Thief

-9		
ARMOR	Clothes, Leather Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet	
SHIELD	Buckler	
HELMET	Leather Cap	
GLOVES	Leather Gloves, Protect Ring	

Weapons Usable by Thief

KNIFE	Knife, Dagger, Mythril Knife
SWORD	Rapier, Scimitar, Saber, Falchion, Rune Blade, Coral Sword,
	Wyrmkiller, Masamune





The Thief does get a bigger boost from the Class Change than any other character, but it's still not up to a Knight's standards. Ninjas use Black Magic spells up to level 4, including the all-important Haste. They also have access to a wider variety of weapons and armors than the Thief.

Equipment Usable by Ninja

Giant's Gloves

ARMOR	Chain Mail, Iron Armor, Mythril Mail, Flame Mail, Ice Armor
SHIELD	Leather Shield, Iron Shield, Mythril Shield, Flame Shield, Ice Shield, Protect Cloak
HELMET	Helm, Great Helm, Mythril Helm, Healing Helm
GLOVES	Bronze Gloves, Steel Gloves, Mythril Gloves, Gauntlets,

Weapons Usable by Ninja

AXE	Battle Axe, Great Axe, Light Axe, Mythril Axe	
HAMMER	Hammer, Mythril Hammer, Thor's Hammer	
STAFF	Staff, Healing Staff, Power Staff, Mage's Staff, Crosier	
NUNCHAKU	Nunchaku, Iron Nunchaku	
KNIFE	Cat Claws	
SWORD	Broadsword, Werebane, Long Sword, Claymore, Venom Blade, Mythril Sword, Vorpal Sword, Flame Sword, Ice Brand, Defender, Sunblade, Sasuke	

Black Magic Usable by Ninja					
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4		
Fire	Blizzard	Fira	Sleepra		
Sleep	Dark	Hold	Haste		
Focus	Temper	Thundara	Confuse		
Thunder	Slow	Focara	Blizzara		

MONK

Monks break all the rules. They have better Defense and Evasion without armor, and get twice as many attacks when fighting barehanded (they use both hands when striking). Since Monks shouldn't equip armor or weapons (especially after level 10 or so, when their barehanded attacks get good), they're relatively cheap to maintain. At around level 15 or so,

Starting Stats				
Strength	12			
Agility	5			
Intelligence	1			
Stamina	10			
Luck	5			
HP	33			
MP	0			

they pass up the Warrior in terms of total damage dealt. The downside is their weak Defense (until late in the game when they can wear armor that won't significantly impact their Evasion); they get sufficient HP, but can still get KO'd by a single hit from a boss or strong foe.

Equipment Usable by Monk

ARMOR Clothes, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet

HELMET Leather Cap, Ribbon

GLOVES Leather Gloves, Protect Ring

Weapons Usable by Monk

NUNCHAKU Nunchaku, Iron Nunchaku
STAFF Staff, Power Staff, Crosier
SWORD Masamune





What does the Monk get from a class change? A shiny new sprite. Same Monk, but new packaging!

A RED MAGE

The Red Mage can learn White and Black Magic spells up to level 5, although some spells are prohibited. The Red Mage is by far the best fighter of the spell-casters, and is capable of using a wide variety of weapons and armor. The Red Mage is a good alternative to the Black Mage.

Starting Stats					
Strength	5				
Agility	10				
Intelligence	10				
Stamina	5				
Luck	5				
HP	30				
MP	10				

Equipment Usable by Black Mage

ARMOR Clothes, Leather Armor, Chain Mail, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet

SHIELD Buckler, Protect Cloak

HELMET Leather Cap, Ribbon

GLOVES Leather Gloves, Protect Ring

Weapons Usable by Black Mage

STAFF Staff

KNIFE Knife, Dagger, Mythril Knife

SWORD Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade,
Werebane, Coral Sword, Wyrmkiller, Long Sword, Claymore,
Mythril Sword, Flame Sword, Ice Brand, Sunblade, Masamune

Magic Usable by Red Mage

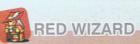
LEVEL 1		LEVEL 2		LEVEL 3	
BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.
Fire	Cure	Blizzard	NulShock	Fira	NulBlaze
Sleep	Protect	Dark	Invis	Hold	Cura
Focus		Temper	Blindna	Thundara	
Thunder		Slow	Silence	Focara	
	LEVEL 4			LEVEL 5	
BI MAG WH MAG			BI MAG	9 W	/H. MAG.

BL. MAG. WH. MAG. BL. MAG. WH. MAG.

Sleepra NulFrost Firaga Curaga

Haste Poisona Slowra

Confuse



Blizzara



The Red Wizard enjoys a slightly expanded spell list (spells up to level 7). They can also use a few weapons and armors that are off-limits to the Red Mage.

Equipment Usable by Red Wizard

GLOVES Mythril Gloves, Gauntlets, Giant's Gloves

Weapons Usable by Red Wizard

KNIFE Cat Claws

SWORD Venom Blade, Vorpal Sword, Defender

Magic	Usable	by R	ed W	izard

LEV 1	LEV 4	LE	V 5	LE	V 6	LE	V 7
WH. MAG.	WH. MAG.	BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.	BL. MAG.	WH. MAG.
Blink	Vox					Blizzaga	
		Teleport	Transaction of the same of the		Invisira		
					Exit		

WHITE MAGE

The White Mage learns spells that deal with healing and causing damage to the Undead. In combat, the White Mage is weak but has a decent Stamina score that keeps her alive to tend to other party members.

Equipment Usable by White Mage

Starting State

otal tillig o	tuto
Strength	5
Agility	5
Intelligence	15
Stamina	8
Luck	5
HP	30
MP	0

Lquipinoi	it cousio by write mage				
ARMOR	Clothes, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet				
SHIELD	Protect Cloak				
HELMET	Leather Cap, Ribbon				
GLOVES	Leather Gloves, Protect Ring				
Weapons Usable by White Mage					

Weapons Usable by White Mage					
STAFF	Hammer, Mythril Hammer				
KNIFE	Staff, Healing Staff, Power Staff				
SWORD	Masamune				

White Magic Usable by White Mage						
LEV 1	LEV 2	LEV 3	LEV 4	LEV 5	LEV 6	LEV 7
Cure	NulShock	NulBlaze	NulFrost	Curaga	Stona	NulDeath
Dia	Invis	Cura	Vox	Healara	Protera	Healaga
Protect	Blindna	Heal	Fear	Diaga	Invisira	
Blink	Silence	Diara	Poisona	Life	Exit	





Although the White Wizard can learn the entire White Magic spell list, she is otherwise the same as the White Mage.

Armor Usable by White Wiza	rd
BODY White Robe	
Weapons Usable by White W	izard
HAMMER Thor's Hammer	
White Magic Usable by White	e Wizard 💠
LEVEL 7	LEVEL 8
Curaja	Holy
Diaja	NulAll
	Dispel
	Full-Life

BLACK-MAGE

GLOVES

Teleport

The Black Mage learns spells that cause damage and inflict negative status effects on enemies. The Black Mage has weak combat skills and the lowest HP of all classes.

Starting Stats				
Strength	3			
Agility	5			
Intelligence	20			
Stamina	2			
Luck	10			
HP	25			
MP	10			

Equipment Usable by Black Mage Clothes, Copper Armlet, Silver Armlet, Ruby Armlet, ARMOR **Diamond Armlet Protect Cloak** SHIELD Leather Cap, Ribbon HELMET

Leather Gloves, Protect Ring

Weapons Usable by Black Mage							
STAFF	Staff, Mage's Staff, Power Staff						
KNIFE	Dagger, Mythril Knife						
SWORD	Masamune						

Black Magic Usable by Black Mage								
LEV 1	LEV 2	LEV 3	LEV 4	LEV 5	LEV 6	LEV 7		
Fire	Blizzard	Fira	Sleepra	Firaga	Thundaga	Blizzaga		
Sleep	Dark	Hold	Haste	Poison	Death	Blind		
Focus	Temper	Thundara	Confuse	Slowra	Quake			
Thunder	Slow	Focara	Blizzara	No. of Lot	Stun			
100000000000000000000000000000000000000	150							



Break Saber

THE ADVENTURE BEGINS

CORNELIA CITY

Shop Data

Sanctuary	40 gil
Inn	30 gil

Weapon Shop

wcapon	onop						
Item COST		ATK	ACC	CLASS			
Nunchaku	8 gil	+12	+0	鸡鸡鸡鸡鸡鸡			
Knife	4 gil	+5	+10	为为及为及			
Staff	4 gil	+6	+0	为军队为军队			
Rapier	8 gil	+9	+5	为为是是是			
Hammer	8 gil	+9	+0	为 为为为为为为			

Armor Shop

minor onop	-			
Item	Cost	DEF	EVA	Class
Clothes	8 gil	+1	-2	为为为为为为
Leather Armor	40 gil	+4	-8	为为为为为为
Chain Mail	65 gil	+15	-15	为为为为为为

Item Shop

	And the last terminal and terminal and terminal and terminal and terminal and the last terminal and terminal an	
ITEM	COST	
Potion	40 gil	
Antidote	50 gil	
Phoenix Down	500 gil	
Sleeping Bag	50 gil	

White Magic. Level 1

SPELL	COST	CLASS				
Cure	50 gil	看有是				
Dia	50 gil	%%%				
Protect	50 gil	阿拉斯				
Blink	50 gil	军				

Black Magic, Level 1 🌩

COST	CLASS
50 gil	海角层
50 gil	海海溪
50 gil	陽為陰
50 gil	阿尔尼
	50 gil 50 gil 50 gil

Objectives



Visit the king of Cornelia.



Battle the Piscodemons inside the Marsh Cave for the Crown.



Battle Garland in the Chaos Shrine.



Return the Crown to the king of Western Keep.



Receive the Lute from Princess Sarah.



Return the Crystal Eye to Matoya.



Travel north to visit Matoya's Cave



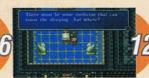
Revive the Prince and get the Mystic Key.



Journey east to Pravoka and battle pirates.



Retrieve the Nitro Powder and other treasures.



Talk to the Elf Prince's Healer in Elfheim.



Travel to Mt. Duergar and give the Nitro Powder to Nerrick.

SHOPPING RECOMMENDATIONS

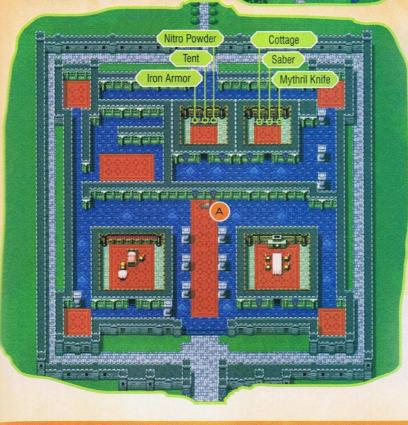
Equipment and Items

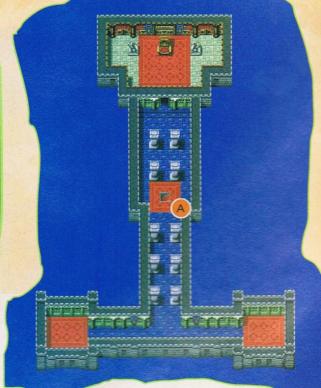
You start with enough gil to outfit everyone with equipment and pick up three or four spells. There's not much to say about weapons and armor: get everyone the best stuff possible. If you want to save some gil, then skip the Monk's items since he fares much better with no weapons or armor at all.

nells

Spells are a bit trickier. The first one to purchase is Cure, which should keep you safe while fighting nearby foes for EXP and gil. Black and Red Mages should get Fire so they have a source of damage (early in the game, more enemies are vulnerable to Fire than Thunder) and the Sleep spell to deal with large groups of foes. If you have extra gil before facing the Chaos Shrine, then pick up Dia to help deal with the Undead creatures. When you have enough gil for a third spell for Black and White Mages, opt for Thunder and Protect, respectively.







Cornelia Area Encounters

É	\$7							
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Black Widow	28	10	0	28	-	8	30
	Crazy Horse	64	10	2	40	-	15	63
	Gigas Worm	56	17	8	40	Fire	15	63
ı	Goblin	8	4	4	16	-	6	6
	Goblin Guard	16	8	6	23	_	18	18
	Skeleton	10	10	0	17	Fire, Dia	3	9
1	Wolf	20	8	0	28	-	6	24

The enemies near Cornelia are somewhat weak. Even a White or Black Mage can dispose of a Goblin in one hit, but Goblin Guards may require the attention of Warriors. It will require multiple hits to deplete a Wolf's 24 HP, but this foe isn't much of a threat. The most dangerous foe in this area is the rare Crazy Horse. With 64 HP and an attack score of 10, these foes can take out a level 1 character in one hit. Since you never know where they will appear, keep your HP near max at all times. You can always run away, but stay and fight whenever possible, as a fallen Crazy Horse gives up 63 EXP.



An Audience With the King



The party materializes outside of Cornelia bare-handed, unarmored, and with no spells or items. Fortunately, Cornelia has everything an adventurer needs, as well as a lead on the first quest. Walk into any of the red buildings to the south of the castle to enter the city.

Talk to one of the guards at the exits to go to the castle. The king needs help rescuing Princess Sarah, who has been kidnapped by the knight Garland and taken to the Chaos Shrine in the northwest.



Leveling Up Before the Chaos Shrine



As it stands, the Chaos Shrine is probably a bit beyond the party's capabilities at level 1. To make things easier on your troops, battle monsters around town to build up EXP and save gil, then return to Cornelia to buy the items and equipment you couldn't afford earlier

and get the party back to full HP and MP at the Inn. Once everyone in the party is at level 3, they should be powerful enough to handle Garland.

entrance to the E bonus dungeons

A few locations, such as Castle Cornelia, have doors that require a special key to unlock. The items behind these locked doors appear on the maps, but you can't collect these goodies until later in the

Locked Doors



The path to the Chaos Shrine runs near the entrance to the Earthgift Shrine, one of the bonus dungeons added to *Final Fantasy*. There is more information about the bonus dungeons included later in this guide. For now, just note its location for a future visit.

Earthgift Shrine



CHAOS SHRINE

Chaos Shrine Area Encounters

×	- P							
688	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Black Widow	28	10	0	28	_	8	30
	Ghoul	48	8	6	36	Fire, Dia	50	93
	Gigas Worm	56	17	8	40	Fire	15	63
	Goblin	8	4	4	16		6	6
	Goblin Guard	16	8	6	23	-	18	18
	Skeleton	10	10	0	17	Fire, Dia	3	9
	Warg Wolf	72	14	0	46	-	22	93
	Werewolf	68	14	6	45	-	67	135
	Wolf	20	8	0	28	-	6	24
	Zombie	20	10	0	25	Fire, Dia	12	24

While in the area outside of the Chaos Shrine, you will encounter enemies from around Cornelia in larger quantities and even run into some Shrine foes. Black Widows can inflict as much damage as Crazy Horses, but it's possible to defeat them with a concentrated attack. Skeletons often go down in one hit, but Dia helps against large groups of them. Gigas Worms are dangerous; try to knock them out with Sleep, then cast Fire spells to exploit their elemental weakness.

Enemies like Gigas Worms and Black Widows are more common inside the Chaos Shrine. In addition, some new Undead enemies join the Skeletons: Ghouls and Zombies! Mages begin to pay off in this area, as Gigas Worms are vulnerable to Fire and all Undead creatures are vulnerable to both Fire and Dia.

Other new foes include Werewolves and Warg Wolves. Both foes are dangerous, so if you catch one amongst a large group of Wolves or Goblins, try to put it to sleep and have the party target it with their standard attacks. If you don't have Sleep, it may be wise to run away.





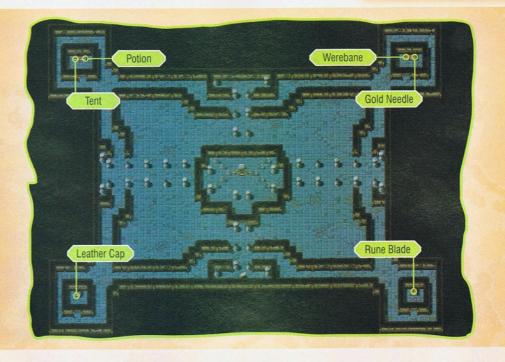
Raiding the Chaos Shrine

It's quite possible to get in and out of this dungeon with ease if you know where to go. There are treasure rooms in all four corners, but the northeast and southeast treasure rooms are both locked. That leaves only the northwest room (which contains a Potion and a Tent) and the southwest room (which contains a Leather Cap). Give the Leather Cap to your weakest mage for a small defensive boost.

If you don't care about loot and are ready to face Garland, then the end of this dungeon is only a few steps away. Walk straight into the room to the north of the entrance.



Items Found
Leather Cap
Potion
Tent



GARLAND

Garland has 212 HP and has high magic defense, so rely on physical attacks to cause damage. Have your designated healer (a White or Red Mage) use Cure to heal whomever

HP	ATK	DEF	MDEF	50
212	15	8	64	Bo
GIL	-	(1)		20
-	- 3			5
EXP	1	7-5		5
250	A.	A STATE OF		Po
WEAK				5
130				Š

Garland attacks while everyone else attacks on each turn. Have your Black Mages use Fire and Thunder for a little extra damage.

Rewards Await at Cornelia Castle

After Garland falls, talk to Princess Sarah to return to the castle. As a reward, the king orders the bridge to the north to be rebuilt, opening up the next area of the quest. Talk to Princess Sarah again before leaving, as she too has a reward. Her Lute is the game's first Key Item, but it won't come into play for quite some time.





Encounters North of the Bridge

Ş								
200	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Crazy Horse	64	10	2	40	_	15	63
	Gigas Worm	56	17	8	40	Fire	15	63
	Goblin Guard	16	8	6	23	-	18	18
	Lizard	92	18	12	55	-	50	153
	Ogre	100	18	10	65	_	195	195
	Scorpion	84	22	10	55	-	70	225
	Tarantula	64	5	12	46	-	50	141
	Warg Wolf	72	14	0	46	-	22	93
	Werewolf	68	14	6	45	-	67	135
		-		-				

The more difficult Chaos Shrine enemies (like Gigas Worms, Werewolves, and Warg Wolves) guard the path to Matoya's Cave and Pravoka. They are joined by new foes like the Ogre, a giant beast with 100 HP and no weakness to magic. Battling a single Ogre is almost like fighting Garland again, but it's worth the trouble: you will earn 195 EXP and 195 gil for defeating an Ogre. Lizards are nearly as tough but much less lucrative.

The empty area to the south of Pravoka is home to a new foe called the Scorpion. These hard-hitting foes can inflict poison on your party members. At this point in the game, the only way to cure poison is to use an expensive Antidote.



MATOYA'S CAVE

Items Found

Potion (x2)

Antidote



After crossing the bridge, there is a decision to make: head north to Matoya's Cave, or head east to Pravoka. Matoya's Cave is purely optional for now, but the detour is a good source of EXP and you can raid her home for two Potions and an Antidote. If you decide to pay Matoya a visit, revisit Cornelia afterwards for healing (unless you picked up a Sleeping Bag), as the Ogres that guard her cave are fierce!

The Road to Pravoka

The road to Pravoka is much longer and the encounters will likely be quite grueling. To get there, head due east and then go south when you spot



World Map

"Flip" the first sentence the talking brooms say by reading it backward to unlock the secret of opening the game's world map. Hold the Dash button (Circle by



PRAVOKA

Shop Data

Weapon Shop						
Item	COST	ATK	ACC	CLASS		
Hammer	8 gil	+9	+0	为为为为为为		
Broadsword	450 gil	+15	+10	为为发展是为		
Battle Axe	450 gil	+16	+5	为为及落层为		
Scimitar	160 gil	+10	+10	为为是是是为		

Armor Shop				
Item	Cost	DEF	EVA	Class
Leather Armor	40 gil	+4	-8	为为是是是为
Chain Mail	65 gil	+15	-15	为为是为为为
Iron Armor	640 gil	+24	-23	为为是为为为
Leather Shield	12 gil	+2	+0	为为为为为为
Leather Gloves	50 gil	+1	-1	鸡鸡鸡鸡鸡鸡

Item Shop	
ITEM	COST
Potion	40 gil
Ether	150 gil
Antidote	50 gil
Eye Drops	50 gil
Phoenix Down	500 gil

Sanctuary	80 gi
Inn	50 gi

White Magic, Level 2					
SPELL	COST	CLASS			
Blindna	250 gil	看像是			
Silence	250 gil	看着			
NulShock	250 gil	阿 格洛			
Invis	250 gil	海 落落			

Black IV	lagic, Le	evel 1 💝
SPELL	COST	CLASS
Blizzard	250 gil	阿尔 克
Dark	250 gil	獨有是
Temper	250 gil	阿 格尼
Slow	250 gil	阿龙龙

Ship	
-	

Items Found

Black Magic, Level 1 🌳						
SPELL	COST	CLASS				
Blizzard	250 gil	看看是				
Dark	250 gil	海 為客				
Temper	250 gil	清海 落				
Slow	250 gil	阳常层				

Equipment and Items

If you're low on gil, pick up a Scimitar for your Thief since it's the most costeffective weapon. Also, get Broadswords for your Warriors and Red Mages (if
you can afford it). The Broadsword's accuracy makes it a better choice than
the Battle Axe. Although the Leather Shield is fairly cheap, most everything else
is overpriced. If possible, try to purchase Leather Gloves for anyone who needs
a defensive boost.

Snells

None of the White Magic spells are essential yet. Blindna and Silence aren't terribly important, and while you should pick up NulShock soon, it doesn't really become a factor in the game until much later. That said, Invis is quite possibly the best choice for now.

In fact, it's wise to spend your gil on Black Magic spells. Blizzard is a strong elemental attack. In a game where few bosses are vulnerable to magic, attack-boosting Temper is the best utility spell early in the game. If you want to fill the third slot, Slow is a decent choice but not nearly as good as Sleep.

Take Down the Pirates

Go to the Inn and do your shopping as soon as you arrive. You should be at full strength when you talk to Captain Bikke in the northwest corner of the town, as a battle soon follows.



Setting Sail for Elfheim

Steer to the west and set sail for Elfheim. The ship battles are tough, so visit the Inn before the next leg of the journey. If you don't have the Black Magic spell Thunder, buy it now because it's effective against enemies in the sea. From the port south of Cornelia, head due south. When you hit land, locate the port just to the west. It's a short walk from there to Elfheim.



PIRATES

Although the Pirates all look intimidating, they each only have 24 HP. A successful Sleep spell is essential in this battle, or you can slash and stab the foes. After the

HP	ATK	DEF	MDEF
24	10	0	35
GIL			
40			K
EXP			
40			-
WEAK			
- 1			

battle, the defeated Captain Bikke hands over the deed to his **Ship**, located at the dock just south of town. **Ship Encounters**

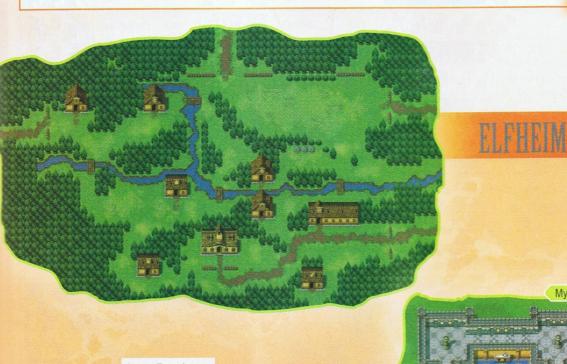
Ý	\$7							
100	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Bigeyes	10	4	0	14	Lightning	10	42
	Buccaneer	50	14	6	37	-	120	60
	Sahagin	28	10	4	28	Lightning	30	30
	Sahagin Chief	64	15	8	46	Lightning	105	105
	Shark	120	22	0	70	Lightning	66	267

There are only a handful of enemies who are capable of attacking the ship, but these battles may be difficult for low-level parties. Even though Buccaneers are much more robust than their Pirate cousins, they won't stand a chance against a sturdy party. Sahagins, the most common foes, occasionally team up with the rarer Sahagin Chiefs. All Sahagins are vulnerable to Lightning, so use Thunder to take out the red Chiefs.

Perhaps the most dangerous enemies are Sharks, which combine a high attack score with a meaty 120 HP. These foes are also vulnerable to Thunder

spells, so use a Black Mage to your advantage. If you encounter a Shark and a Bigeyes, eliminate the Bigeyes first. These enemies can paralyze characters one by one, thus setting the stage for a Shark to shred its victims.





Items Found
Mythril Hammer
Bronze Gloves



Mythril Hammer

700 gil

Bronze Gloves

Shop Data

Weapon Shop							
Item	COST	ATK	ACC	CLASS			
Iron Nunchaku	160 gil	+16	+0	为为为名为为			
Dagger	140 gil	+7	+10	为为为为为为			
Crosier	160 gil	+14	+0	为为为 为为为			
Saber	360 gil	+13	+5	为为为 发发发发			

White	Magic.	Level 3	1

winte magic, Ecver o					
SPELL	COST	CLASS			
Cura	1000 gil	元 名			
Diara	1000 gil	%落落			
NulBlaze	1000 gil	邓 龙飞			
Heal	1000 gil	36 % R			

Inn 100 gil

Black Magic, Level 3								
SPELL	COST	CLASS						
Fira	1000 gil	Park No.						
Hold	1000 gil	MAKE STATE						
Thundara	1000 gil	MAK.						
Focara	1000 gil	PAR S						

Armor Shop

minor enop				
Item	Cost	DEF	EVA	Class
Iron Armor	640 gil	+24	-23	为为为为为为
Copper Armlet	800 gil	+4	-1	为为为为发展
Iron Shield	80 gil	+4	+0	为为为为为为
Leather Cap	65 gil	+1	-1	为为为为为 发发
Helm	80 gil	+3	-3	1

White Magic, Level 4

SPELL	COST	CLASS
Poisona	2500 gil	多 格為
Fear	2500 gil	%%%
NulFrost	2500 gil	
Vox	2500 gil	为龙龙

Black Magic, Level 4 🍁

Diack Mayic, Level 4							
SPELL	COST	CLASS					
Sleepra	2500 gil	海海 塔					
Haste	2500 gil	看有是					
Confuse	2500 gil	MAK					
Blizzara	2500 gil	Para Ka					

Item Shop

COST
40 gil
50 gil
500 gil
50 gil
160 gil

SHOPPING RECOMMENDATIONS

Equipment and Items

So much to buy, so little gil... If you don't have an overabundance of gil, you may want to wait until after the party explores the next dungeon. While in this dungeon, you can acquire lots of gil and acquire Iron Armor, a Copper Armlet, and a Dagger. It may be wise to save your gil and attempt to acquire these items from the dungeon. Consider purchasing a Saber for your Thief, but don't buy anything if you have a Monk. He's capable of inflicting more damage with his bare hands and probably already has better defensive stats without armor.

For characters other than a Monk, buy headgear and consider purchasing a Copper Armlet for your mage in most need. These pricey items count as body armor and serve as the only alternative to the Clothes that your mages currently wear.

Snell

Spells provide the most benefit in the upcoming challenges, so devote most of your budget to beefing up your mages. Get Thundara or Fira for your Black or Red Mage for a good group attack spell. For the third slot, consider Hold over Focara although this spell is hardly a must-have. Purchase Cura, Diara, and NulBlaze for White Mages, but not all at once (NulBlaze can certainly wait).

When a character is capable of using level 4 spells, get Haste. Blizzara and Confuse are effective Black Magic spells, too. The White Magic at this level is a bit weak. Poisona will save gil in the long run, while Fear is a secondary option when things go horribly wrong. NulFrost is the least useful of the elemental defense spells, while Vox isn't called on often.

Elfheim Area Encounters

Ť	47							
188	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Cobra	56	6	6	46	-	50	123
	Ghast	56	8	10	40	Fire, Dia	117	117
	Gigas Worm	56	17	8	40	Fire	15	63
	Goblin Guard	16	8	6	23	-	18	18
	Ogre	100	18	10	65	-	195	195
	Ogre Chief	132	23	14	71	-	300	282
	Tarantula	64	5	12	46	-	50	141
	Warg Wolf	72	14	0	46	-	22	93
	Werewolf	68	14	6	45	-	67	135
	Wolf	20	8	0	28	1	6	24

Some new foes appear alongside the usual assortment of overworld foes in the Elfheim/Marsh Cave area. You may see Ogres fighting alongside Ogre Chiefs, although the green Chiefs are only marginally more difficult.

Status conditions are often more of a threat than physical damage, so beware of Undead-class Ghasts who can paralyze their victims. Cobras and Tarantulas are also dangerous, as each of their hits can poison its target. These two have basically the same stats with weak attack and defense and 56 and 64 HP respectively.

Nevertheless, it's important to eliminate them right away and always carry several Antidotes until you learn the White Magic spell Poisona.



The Town of Elfheim



Like Cornelia, Elfheim consists of a town and a castle. There's no way to reach the castle from town, so you must enter it from the world map. At the castle, it's revealed that the king of the Dark Elves, Astos, has cursed the prince. Matoya may have the cure, but she won't provide any help until someone returns her Crystal Eye.

Back in town, someone mentions a spooky castle that was discovered in the northwest. A visit to the Western Keep isn't necessary, but it will shed some light on the situation. If you had planned to fight some enemies to build levels, you may as well head in that direction. Before doing so, pick up a few Tents at the item shop. The tents cost only 60 gil more than a stay at the Inn, plus there's no need to take the long trip back to Elfheim to use them.

WESTERN KEEP

There is a king in the Western Keep who offers to help, if someone can help find his crown. It is believed that the crown is somewhere in the Marsh Cave, directly south of the Western Keep.



Items Found

Power Staff

Steel Gloves

Falchion



MARSH CAVE



(Phoenix Down) 295 gil *** 1 1111 1 l uu l Copper Armlet Cottage 1 1111 1 (Phoenix Down) (Phoenix Down) 1 1111 1 Crown 385 gil 1111 PISCODEMONS 1 1111 1 Antidote 1020 gil Silver Armlet

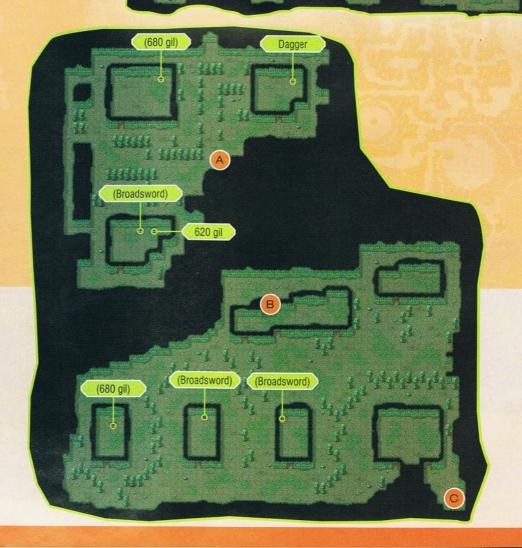
Items Found Broadsword

Copper Armlet

Cottage Crown

Dagger

Iron Armor Phoenix Down



Marsh-Cave-Encounters

7000	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Anaconda	80	22	10	56	_	50	165
*	Black Widow	28	10	0	28		8	30
	Bloodbones	144	26	12	76	Fire, Dia	378	378
	Crawler	84	1	8	51	-	200	186
	Gargoyle	80	12	8	53	-	80	132
	Ghoul	48	8	6	36	Fire, Dia	50	93
	Gray Ooze	76	30	7	55	Lightning	70	255
	Green Slime	24	1	255	36	Ice, Fire	20	84
	Scorpion	84	22	10	55	-	70	225
	Skeleton	10	10	0	17	Fire, Dia	3	9
	Shadow	50	10	0	37	Fire, Dia	45	90
	Tarantula	64	5	12	46	-	50	141
	Warg Wolf	72	14	0	46	-	22	93
	Werewolf	68	14	6	45	-	67	135
	Zombie	20	10	0	25	Fire, Dia	12	25

A wide variety of monsters lurk in the Marsh Cave, but many of them also appeared in the Chaos Shrine. The more mundane newcomers include the Shadow, a feeble Undead-class enemy that can cast Dark on your characters. Gargoyles have 80 HP, but possess little strength outside of fighting in large numbers. Anacondas are incapable of inflicting poison, but their bites cause solid damage.

More interesting foes include the Green Slime, a poisonous blob with incredibly high physical defense. The only practical way to damage it is to use Fire or Blizzard spells. If your party lacks an appropriately equipped Black or Red Mage, then it's best to flee from these foes. The Gray Ooze resembles the Green Slime, but it behaves quite differently. Although the Green Slime can only deal damage with Poison, the Gray Ooze has a high attack rating. Note, however, that the Gray Ooze has low defense and is vulnerable to Thunder spells.

Crawlers have a low attack rating (1), so they use their turns to paralyze party members. Skeletons and Bloodbones occasionally accompany Crawlers into battle, so remember to cast Dia or Fira before the Crawler can paralyze your spellcaster.





Welcome to the Marsh Cave

The three-level Marsh Cave is much more difficult than the Chaos Shrine, so low-level parties may want to make several short forays. Grab some treasure, escape from the area, and use Tents (or return to Elfheim) to heal. It's quite possible for a high-level party to get through the Marsh Cave



in a single trip. A powerful party may want to consider skipping the north side of B2 to save time.

Marsh Cave, B1 and B2 North

After dropping into the pit, you can go either north or south. The north path leads to a small chunk of B2 that contains three rooms and four treasure chests (680 gil, a Dagger, a Broadsword, and 620 gil). The chests that contain the 680 gil and the Broadsword are concealed within duplicate chests that can be found elsewhere.



Duplicate Chests

This dungeon introduces the concept of duplicate chests. For example, the chest with the Broadsword exists in three different locations on B2. If you acquire the Broadsword from one chest, the other two chests will be empty.

Marsh Cave, B2 South

To advance in this area, go south from the entrance. The staircase leads to a room in a different section of B2, where there are three treasure rooms to the south (they contain the duplicate chests with 680 gil and the Broadsword). To reach the third floor, go south from the room with the staircase, then east along the bottom wall. Walk through the first door, then exit the next one. The staircase to B3 is to the southeast.

The Wind Crystal

The Water Crystal

Fire Crystal

The

The Earth Crystal

Marsh Cave, B3

This spacious cavern consists of 16 rooms, many of which are empty. You need the Mystic Key to open the bottom four rooms, so stick to the top three rows for now. There is a Phoenix Down on the west side of the top row and 295 gil on the east side. The next row down holds the Copper Armlet, plus a Cottage, and there's a duplicate Phoenix Down chest in the same room. On the third row, the third and fourth chests contain 385 gil and another duplicate Phoenix Down chest. It's best to save the party's strength for the second room—where the Crown awaits—along with an encounter point.





PISCODEMON

The encounter point is the square directly in front of the chest. Each time the party steps on it, they will encounter up to four Piscodemons. Despite their appearance, Piscodemons can't



cast spells but they can inflict serious damage. They have no weaknesses to exploit, so hit them with everything to cut through their 84 HP.

Returning the Crown

After acquiring the Crown, leave the cave and return to Elfheim to heal and buy equipment (don't forget to purchase the Haste spell if you haven't already). The party must be at its best when you deliver the Crown to the "King" of the Western Keep, because a boss fight is close at hand.



ASTOS

Astos has a strong resistance to magic and physical attacks. He knows spells like Death (an instant kill, if it works), Slow, Fira, and Thundara. Have your Black and/ or Red Mages use

HP ATK DEF MDEF
420 30 18 170
GIL
2000
EXP
2250
WEAK
-

Haste and Temper on your best Warrior before they use their best spells. Make sure the rest of the party is ready to cast Cure spells and use Potions. Save before you speak to the King just in case a key character gets nailed by Death. Defeat Astos to pick up Matoya's Crystal Eye, 2250 EXP and 2000 gil.

52

OLD PLACES, NEW DOORS

Items Found				
Jolt Tonic	Falchion	Silver Armlet	Iron Armor	
Bronze Gloves	Power Staff	Antidote	Gold Needle	
Mystic Key	Steel Gloves	Mythril Knife	Rune Blade	
Mythril Hammer	Mythril Knife	Nitro Powder	Werebuster	

Return to Matoya's Cave

From Elfheim, sail north toward Cornelia and slide the ship underneath the bridge that the king ordered reconstructed. Find a port in the small inlet; from there, it's just a short walk north to Matoya's Cave. Matoya trades the Jolt Tonic that the Elf Prince needs for the Crystal Eye.



Revive the Elf Prince

Return to Elfheim and give the Prince his medicine. In return, he provides the Mystic Key, the master key that unlocks all of the locked doors in Cornelia Castle, the Chaos Shrine, Elfheim Castle, Western Keep, and the Marsh Cave! The only item you need to progress further is inside Cornelia Castle, but the rest of the loot is pretty good. Time to do some backtracking!



Treasures in Elfheim Castle

To access this castle's stash, take a step through the small door in the southeast and loop around to the treasure room in the northeast. Don't go



more than one space away from the wall, or else the party will be returned to the world map. The treasures include the Mythril Hammer (great for White Mages), Bronze Gloves, and a total of 1500 gil.

Encounters in Western Keep

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Mummy	80	30	20	60	Fire, Dia	300	300
Wraith	86	22	4	52	Fire, Dia	231	231

Vraiths are specters that can cause paralysis with each hit, while Mummies can put their prey to sleep with their attacks. As is the case with all Undead foes, use Diara and Fira spells against them.



Treasures in Western Keep

The treasure room is southwest of the throne room. There are three chests inside, each of which is protected by an encounter spot. Several Wraiths guard the center chest, while numerous Mummies protect the other chests. The loot includes a Power Staff, a Falchion (a great sword for Thieves and Red Mages), and Steel Gloves. If you want to avoid fights, open the chests from either side without crossing the space directly in front of each chest.



Treasures in the Marsh Cave

Are the chests behind the four locked doors on B3 worth the trouble? Perhaps the best treasure is a **Silver Armlet**, which is available in the next town for 4000 gil. The other chests contain an **Antidote** and **1020 gil**. If you want these items, return to the third floor and explore the rooms along the south wall.

The room in the southwest corner contains the Silver Armlet, which is guarded by a pack of Piscodemons. The chest with the Antidote is guarded by Anacondas. The gil in the southeast room is protected by Piscodemons, as well.



Treasures in Cornelia Castle

The six chests in Cornelia are completely unguarded! Loop around to the back of the castle to find two treasure rooms with three chests each. One room contains a suit of Iron Armor, a Tent, and the Key Item Nitro Powder. The other room contains a Cottage, a Saber, and a Mythril Knife.



Treasures in the Temple of Chaos

The Temple contains some nice treasures, and they're easy to get now that your party is much stronger. There are some Gargoyles in the northeast corner near the door guarding a Werebuster and a Gold Needle. The southeast chest, which contains the Rune Blade, is guarded by an identical encounter point.



Rune Blade vs. Werebuster

The Rune Blade and Werebuster essentially have the same stats but different abilities: The Rune Blade inflicts extra damage to spellcasting foes, while the Werebuster causes extra damage to Lycanthropes (basically any enemy that resembles a wolf or tiger). Thieves can only wield the Rune Blade, while Red. Mages can use either, so distribute them accordingly.

The Earth C

The

The Adventure Begins

MT. DUERGAR

Items Found

Cottage

Great Helm

Ether

Potion

Mythril Mail

Tent

Wyrmkiller



Raiding Dwarven Treasure

Travel along Cornelia's coast to the northwest to find a small port just past the mountain range south of the Chaos Shrine. Hike southwest along the coast to a ring of mountains with a cave entrance. Inside is Mt. Duergar, the Dwarven homeland mentioned by the Elves.

There are two chests inside the room to the far north of the entrance. These chests contain 575 gil and 450 gil. In the huge room at the south end of the cave, locked with the Mystic Key, are eight chests with great loot: a Tent, Great Helm, Wyrmkiller, Ether, Potion, Mythril Mail, 575 gil, and a Cottage. The Wyrmkiller is slightly better than the Werebuster and Rune Blade. This weapon causes extra damage to dangerous Dragon-type enemies, so give it to a Thief or Red Mage.



Blasting a Dwarven Canal

The Dwarves have a great deal of information. Smyth the blacksmith offers to forge a weapon out of Adamantite, if you should find some. Repay the Dwarves' hospitality by giving the Nitro Powder to Nerrick, the Dwarf, at the entrance of the far south tunnel. He uses it to blow up the land bridge south of the Mt. Duergar, creating a canal big enough for the ship to pass through. Now you can visit the towns and caves on the outer edge of the continent.



THE EARTH CRYSTAL

MELMOND

Shop Data

Sanctuary	N/A
Inn	100

Weapon Shop -

woapon onop							
Item	COST	ATK	ACC	CLASS			
Crosier	160 gil	+14	+0	为外外的发展			
Saber	360 gil	+13	+5	为为发展发展			
Long Sword	1200 gil	+20	+10	为为发展发发			
Falchion	360 gil	+15	+10	为为发展发展			

Armor Shop

Armor Shop	-			
Item	Cost	DEF	EVA	Class
Knight's Armor	36,000 gil	+34	-33	为为是是对对
Silver Armlet	4000 gil	+15	-1	为为为为为发
Great Helm	360 gil	+5	-5	为为国家国家
Bronze Gloves	160 gil	+2	-3	为外及发发及
Steel Gloves	600 gil	+4	-5	外外发发发发

White Magic, Level 5 😭

AAIIIIG I	Willie mayic, Level o						
SPELL	COST	CLASS					
Curaga	4000 gil	%%%					
Life	4000 gil	秀龙屋					
Diaga	4000 gil	%%%					
Healara	4000 gil	%%%					

Black Magic, Level 5 🍁

DIACK IN	layic, Lo	VEI J Y
SPELL	COST	CLASS
Firaga	4000 gil	落落落
Scourge	4000 gil	为有为
Teleport	4000 gil	海 森落
Slowra	4000 gil	海海 溪

Objectives



Head to the Cavern of Earth.



Battle the Vampire for the Star Ruby.



Give the Star Ruby to the guardian of the Giant's Cave.



Get the Earth Rod from the Sage.



Return to the Cavern of Earth and use the Earth Rod



Defeat Lich, the Fiend of Earth.

SHOPPING RECOMMENDATIONS

Equipment and Items

If you opened all of the chests with the Mystic Key, then the party should have better equipment than most of the items sold here. Aside from the expensive Knight's Armor, there is the Silver Armlet. This item represents a significant armor upgrade for spellcasters.

Spells

Purchase Life for White Mages as soon as possible. Curaga and Diaga nicely round out the level 5 slot, but those spells can wait for now. Pick up Firaga for Black Mages. Scourge is a bit of a gamble, but it will occasionally wipe out a field full of powerful enemies.

This is where the Red Mage's lack of specialization begins to hurt: Curaga is the only White Magic available (until the Class Changes) and Black Magic choices are similarly limited.



Melmond Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Cobra	56	6	6	46	-	50	123
Gigas Worm	56	17	8	40	Fire	15	63
Ghast	56	8	10	40	Fire, Dia	117	117
Ghoul	48	8	6	36	Fire, Dia	50	93
Hyenadon	120	22	4	76	-	72	288
Lesser Tiger	132	22	8	85	_	108	438
Ogre	100	18	10	65	-	195	195
Ogre Chief	132	23	14	71	-	300	282
Shadow	50	10	0	37	Fire, Dia	45	90
Tarantula	64	5	12	46	-	50	141
Warg Wolf	72	14	0	46		22	93
Wolf	20	8	0	28		6	24

The only new foes in the Melmond area are Hyenadons and Lesser Tigers. Both foes attack in large packs and are quite a bit tougher than the Wolf-type foes encountered up to this point in the game. Take them out one by one using physical attacks, followed up by low-level spells like Sleep. Try to save your good spells for the Cavern of Earth.



The

The Water Crystal

The Fire Crystal

Towards the Cavern of Earth

Melmond's port is west of the canal the Dwarves made and the town is only a few steps east of the port. A ravaged community, filled with tales of Vampires and giants in the nearby caves, greets the party inside. The grueling Cavern of Earth is the next stop, so buy a few key supplies before proceeding.





Walk west and slightly south from Melmond to reach a thin strip of land that connects to a triangular island with two large mountain ranges. The mouth of the Cavern of Earth rests between the mountain ranges.

The Amazing Dr. Unne
There is a scholar in the northeast corner of town named Dr. Unne. He doesn't offer anything (save proof of his large ego) at this point, but he plays a key role later in the adventure...



CAVERN OF EARTH

Cavern of Earth Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Anaconda	80	22	10	56		50	165
Black Widow	28	10	0	28	-	8	30
Cobra	56	6	6	46	-	50	123
Cockatrice	50	1	4	47	-	200	186
Earth Elemental	288	66	20	130	Fire	768	1536
Gargoyle	80	12	8	53	-	80	132
Ghast	56	8	10	40	Fire, Dia	117	117
Goblin Guard	16	8	6	23	-	18	18
Hill Gigas	240	38	12	120	-	879	879
Lizard	92	18	12	55	-	50	153
Minotaur	164	22	4	95	_	489	489
Mummy	80	30	20	60	Fire, Dia	300	300
Ochre Jelly	76	32	6	55	Ice, Fire	70	252
Ogre	100	18	10	65	-	195	195
Ogre Chief	132	23	14	71	-	300	282
Ogre Mage	144	23	10	80	- 7	723	723
Piscodemon	84	30	16	98	_	300	276
Sphinx	228	23	12	115	-	1160	1160
Tarantula	64	5	12	46	-	50	141
Troll	184	24	12	100	Fire	621	621
Warg Wolf	72	14	0	46	-	22	93
Werewolf	68	14	6	45	-	67	135
Wight	52	20	12	45	Fire, Dia	150	150
Wraith	86	22	4	52	Fire, Dia	231	231

onsters in the Cavern of Earth are strong and hardy. Only a few foes have special attacks or magical weaknesses, so this dungeon tests endurance more than wits. The Hill Gigas, for example, has 240 HP and an attack power of 38, while Minotaurs are only slightly weaker with 164 HP and an attack power of 22. The Earth Elemental has 288 HP and a stunning attack power of 66; fortunately, it does have a weakness to Fire, as do Trolls.

It's often the weaker foes who are the most dangerous,. Cockatrices only have 50 HP and an attack power of 1, but they can turn characters to stone with their glance. If you don't have a Gold Needle to reverse this status effect, you can run back to Elfheim to buy one, or hope they drop after fighting Cockatrices (which is risky). A new undead foe, the Wight, can paralyze your party. On occasion, the sleep-inducing Mummies will join the Wights.

Former encounter point favorites like the Piscodemon and Gargoyle are abundant here, as are old friends like the Lizard, Tarantula, and Ogre Chief.





There are a few new enemies in the lower levels of the Cavern of Earth. Although the Sphinx have 228 HP, their low attack power ensures that the battles are more time-consuming than dangerous. Take the extra time to defeat them, since you'll earn up to 1160 EXP a pop!

The Adventure Begins

Ogre Mages have access to a few spells, like Sleep and Blizzara, but they normally use their turns to cast weaker spells like Blink. The Ochre Jelly foes have fairly high attack power scores, but they are vulnerable to physical attacks and some spells (Fire- and Ice-type magic). They rarely appear, so if your goal is to fill up the Bestiary, be prepared to search for a while.







Antidote

Coral Sword

Leather Shield

Potion

Gold Needle

Sleeping Bag

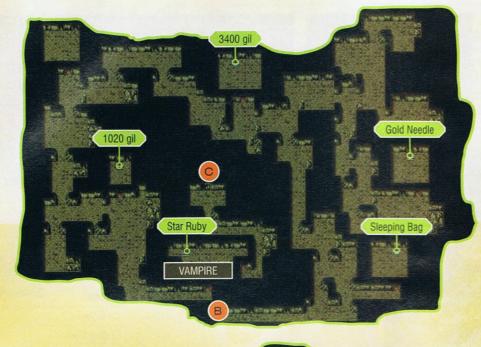
Tent (x2)

Items Found

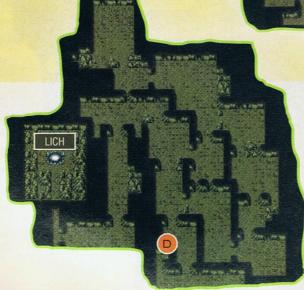
Mythril Shield Staff

Star Ruby









Cavern of Earth, B1

There are six different directions to choose from the start of B1, but only the east route leads to the B2 staircase. The south route leads nowhere, while the west and southwest routes lead to a dangerous loop. It's important to note that the west wall is comprised entirely of encounter points! If you decide to travel around the loop, you will frequently encounter Hill Gigas and Lizard foes. This is a great way to obtain EXP, but it's even a better way to get killed.



The north route leads to a room with a chest that contains 1975 gil. It's guarded on the right side by an encounter point with a deadly Earth Elemental. The southeast route forks and each path leads to a treasure room with two chests and an encounter point. The treasures are 880 gil, a Potion, an Antidote, and 795 gil.

Cavern of Earth, B2

There are two treasure rooms on this floor. To reach the first one, head southeast around the pile of boulders and then head east. This treasure room contains a Coral Sword, a Tent, and 330 gil. The Coral Sword causes extra damage to aquatic enemies and may come in handy later. To access the other treasure room, go south from the boulders, move east at the east-west fork, and south again. The three chests here contain a total of 5575 gil and a Leather Shield. There is an Earth Elemental encounter spot near the door. To reach the staircase from the second treasure room, loop around the wall to the northeast.



Cavern of Earth, B3

Your destination is just a few steps to the north of where the party enters this floor. Unfortunately, there's a wall in the way so travel east, north, west, south and east again. This essentially makes the party travel in a giant loop around the entire floor.

There are a few treasure rooms along the way. The room at the end of the east passage contains a Sleeping Bag. In the east end of the north passage, after fighting past an Earth Elemental encounter point, there is a Gold Needle. A door to the north in the middle of the west passage contains another Earth Elemental encounter point and a worthy reward of 3400 gil. The last treasure room is toward the end of the south passage, as you turn back to the east. This one contains 1020 gil and one last Earth Elemental encounter point.



VAMPIRE

The room at the end of the passage (just north of the B2 staircase) contains a **Star Ruby**. However, you must defeat a Vampire to reach it. The Vampire's attack power is a brutal 76, but this base and the

HP ATK DEF MDEF
280 76 26 75
GIL
2000
EXP
1200
WEAK
Fire, Dia

but this boss only has 156 HP. Because the Vampire is weak to Fire and Dia spells, use them to quickly turn the fight in your favor.

Path Blocked

Collect the Star Ruby from the chest. Further progress is blocked by a stone slab. Walk back out and return to Melmond to heal your party.

GIANT'S CAVE

Items Found

Mythril Helm

Great Axe



Pay the Toll to Pass

The next destination is Giant's Cave, which is west of the cape that leads to the Cavern of Earth. Giant's Cave is guarded by...well...a giant! Talk to the giant to give him the Star Ruby and he will allow the party to pass. Before continuing to the staircase on the other side, turn to the south and raid this cave's treasure room for a Mythril Helm, 1070 gil, and a Great Axe.





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ind Crystal

later Crystal

The

The Fire Crystal

The Earth Crystal

3 Adventure Begins

THE SAGE'S CAVE

Items Found Earth Rod



The staircase on the other side of the Giant's Cave leads past the mountain range at the western tip of the Melmond area, just north of the Sage's Cave. Travel down to meet the Sage and he will reward the party with the Earth Rod. This Key Item will allow the party to move the stone



slab and gain entrance to the lower two floors of the Cavern of Earth.

Cavern of Earth, B4



Use the Earth Rod at the stone slab just past the encounter with the Vampire on B3. Doing so reveals the staircase to B4. From the entrance, head northwest to a treasure room that contains 11,825 gil and a Staff. There are several encounter points in this room, complete with

Ogres, Hyenadons, and a few Sphinx foes. A second treasure room is in the southwest corner of this floor. It contains 1250 gil, a Tent, and a Mythril Shield, all guarded by more Ogre/Hyenadon encounter points.

Cavern of Earth, B5

This floor is sparsely populated, so it should be a quick trip to the boss. Go north, west, south, then west again to reach the boss's door. Heal your party, save your game, and go meet the Fiend of Earth, Lich.



Lich has 1200 HP and a fairly high physical defense rating. He is vulnerable to Fire, so use your Black and Red Mages contribute to the Lich's demise. Have



your White Mages cast Dia spells, although their first priority is tending to the party's dead and wounded. Lich isn't the strongest physical attacker (although his attacks can stun your party members), but he does have plenty of nasty spells like Blizzara, Fira, Thundara, Sleepra, Haste, and so on. Blizzara seems to be Lich's favorite, so remember to use NulFrost if the boss casts Blizzara

Defeating Lich causes a portal to appear in the back of this room. After reactivating your party's Earth Crystal, enter the portal for a free ride back to the overworld.





Shop Data

Sanctuary	400 gil
Inn	200 gil

Weapon Shop

Item	COST	ATK	ACC	CLASS
Mythril Knife	640 gil	+10	+15	为为是为是
Mythril Sword	3200 gil	+23	+15	为为为为为为
Mythril Hammer	2000 gil	+12	+5	为 看着着着
Mythril Axe	3600 gil	+25	+10	为为为为为为为

Armor Chan

Armor Shop							
Item	Cost	DEF	EVA	Class			
Mythril Mail	6000 gil	+18	-8	为为是是是			
Mythril Shield	2000 gil	+8	+0	为为为为为为			
Buckler	2000 gil	+2	+0	为为为为为为			
Mythril Helm	2000 gil	+6	-3	为为为为为为			
Mythril Gloves	2000 gil	+6	-3	为为为为为为			

Item Shop

ITEM	COST
Potion	40 gil
Antidote	50 gil
Phoenix Down	500 gil
Sleeping Bag	50 gil

William Inagio, Lover o					
SPELL	COST	CLASS			
Stona	13,000 gil	海滨			
Exit	13,000 gil	% 名為			
Protera	13,000 gil	7472			
Invisira	13,000 gil	7372			

White Magic, Level 6 A Black Magic, Level 6

Diack magic, Level o						
SPELL	COST	CLASS				
Thundaga	13,000 gil	MAK.				
Death	13,000 gil	海海 詹				
Quake	13,000 gil	海常屋				
Stun	13,000 gil	獨解於				

Objectives



Sail southwest to Crescent Lake.



Get the Canoe from the Twelve Sages.



Travel upriver to Mt. Gulg.



Battle the Fire Fiend, Marilith, for the Fire Crystal.

SHOPPING RECOMMENDATIONS

Equipment and Items

If your Warriors aren't clad from head to toe in Mythril, then purchase some here. New items include the Mythril Gloves and the Buckler, which is the first shield usable by Thieves and Red Mages. Its defensive power is only 2, but that's more than either of those classes had available before. The Mythril Axe is the only new weapon, and it's worth picking up if you have multiple Warriors. (Note, however, that there is a free one in the next dungeon.)

Spells

The level 6 spells break the bank at 13,000 gil per spell, but they offer a few exciting choices. White Mages can choose between Protera, Invisira, and Stona. All of these are good options, but don't provide the help needed in the near future. Protera is a good choice for now, but resist the temptation to get Invisira. Stona is a must later on and you want to save a slot for Exit after the class change.

A sure-fire option for Black Mages is Thundaga. Death sounds more powerful than Stun, but Stun is perhaps the better choice since it has a higher success rate. Quake has a lower chance of an instant kill than Death, but it reliably wipes out about half of a large group of enemies, so it's a little more useful.

At this point, it's best to avoid any purchases for Red Mages since they can't learn any level 6 spells until the class change. When this occurs, they're limited to Exit, Protera, Invisira, and Thundaga.



Grescent Lake Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Anaconda	80	22	10	56	-	50	165
Ankheg	222	39	20	116	-	300	1194
Hill Gigas	240	38	12	120	-	879	879
Minotaur	164	22	4	95	-	489	489
Ogre Chief	132	23	14	71	-	300	282
Ogre Mage	144	23	10	80	-	723	723
Scorpion	84	22	10	55	-	70	225
Troll	184	24	12	100	Fire	621	621

Ankhegs are the new foes in this area, but old favorites like Ogres, Trolls, Hill Gigas, and Scorpions appear in greater numbers. Since Crescent Lake is close by, you can obliterate large groups of foes with your best spells. Note that magic won't be enough to take down the hardy Ankhegs. These foes have 222 HP and no magical weaknesses, so try to employ Haste-enhanced fighters against them.



The Town of Crescent Lake

Sail southwest from Melmond, past the tip of the peninsula with the Cavern of Earth and due west across the sea. This leads to the east shore of the continent between two ports. Disembark at the southern port and start hiking southwest. There are some grueling battles here, so hit the foes with everything you have since there isn't far to go. Cross a large patch of forest, loop around below the lake, and locate the small town of Crescent Lake.

Don't be confused by Crescent Lake's odd layout. There's actually more to this town than a handful of shops. Cross the small stone bridge to the northeast and follow the path to the field where the sages await. If you have defeated the Lich in the Cavern of Earth, the sages discuss the remaining fiends and provide a Canoe.



Canoeing to Mt. Gulg

River Incomices

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Crocodile	184	42	16	103	Lightning	900	816
Hydra	212	30	14	116	-	150	915
Neochu	344	35	32	170	-	500	3189
Ochu	208	20	24	116	Lightning	102	1224
Piranha	92	22	0	68	Lightning	20	240
Red Piranha	172	37	20	83	-	46	546
White Croc	288	56	20	143	Lightning	2000	1890



You will encounter some extremely tough foes while using the Canoe. These foes put the denizens of Mt. Gulg to shame, so be careful while traveling the world's network of rivers.

Most enemies on the river share a weakness to Lightning, including the deadly Crocodile and White Croc. These foes don't lack HP, but they have sufficient attack power to cause triple-digit damage to the non-Warriors in your party. Crocodiles of both types usually appear with groups of enemies, so have Black Mages cast Thundara while melee types target the Crocs. Ignore the Piranhas that accompany Crocodiles; they're weak across the board, so Thundara is a great option.

The Ochu foe is also vulnerable to Thunder, but the stronger Neochus are not. Both are hardy and capable of inflicting poison, making them a significant threat. Focus on them after the Crocs but before the Piranhas, Red Piranhas, and Hydras (the weakest of the river monsters).

The river is the best place to visit when you need to quickly level up. While it is risky to do so, river enemies are worth lots of EXP—up to 3189 from the Neochus!

The Canoe allows for travel on rivers and lakes, such as the ones around Crescent Lake. Take the river route west, then turn north at the second fork. Pass the first northwest fork (it leads nowhere) and go north down the second route.

When that path forks, head due west to Mt. Gulg where the Fire Fiend has made her home.



MT. GULG



Items Found

Antidote (x2)

Cottage

Flame Mail

Flame Shield

Gold Needle Great Sword

Ice Brand

Mythril Axe

Mythril Gloves

Mythril Helm (x2)

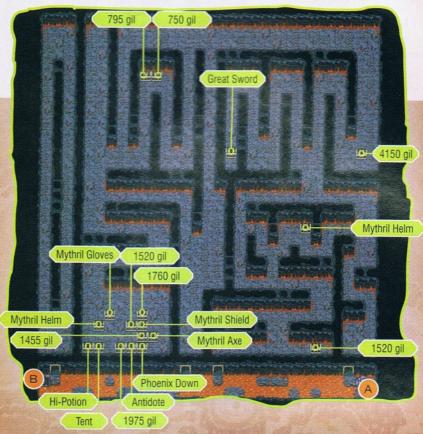
Mythril Shield

Hi-Potion

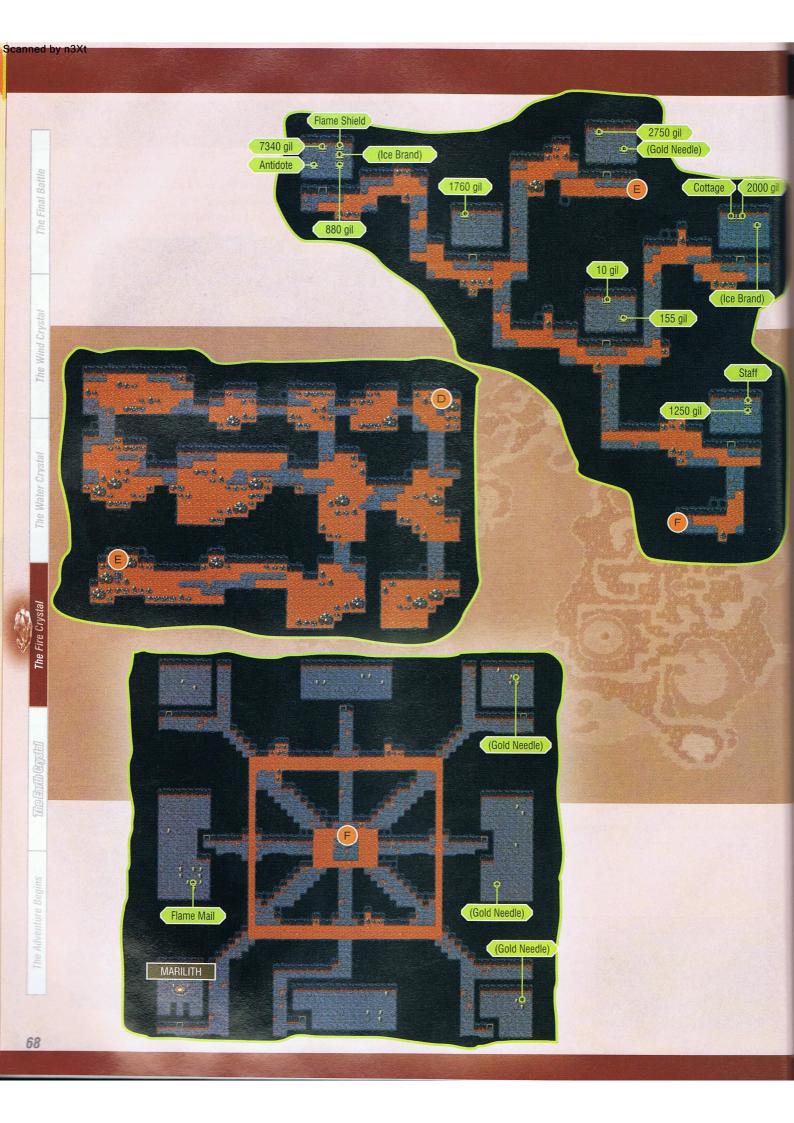
Phoenix Down

Staff

Tent







ML Gulg Encounters

3											
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP			
	Ankheg	222	39	20	116	_	300	1194			
	Fire Elemental	276	50	20	130	Ice	800	1620			
	Fire Gigas	300	73	20	135	Ice	1506	1506			
	Fire Hydra	182	20	14	103	Ice	200	1215			
	Fire Lizard	296	31	18	143	Ice	1200	2472			
	Hellhound	192	30	8	103	Ice	600	1182			
	Gray Ooze	76	30	7	55	Lightning	70	255			
	Hill Gigas	240	38	12	120		879	879			
	Horned Devil	94	10	32	127		387	387			
	Hyenadon	120	22	4	76	-	72	288			
	Lava Worm	280	50	31	143	Ice	400	1671			
	Lizard	92	18	12	55	-	50	153			
- Contract	Minotaur	164	22	4	95	-	489	489			
	Ogre Chief	132	23	14	71	-	300	282			
Section 2	Ogre Mage	144	23	10	80		723	723			
	Pyrolisk	44	20	4	45	Ice	500	423			
Salabbana.	Red Dragon	248	75	30	200	-	4000	2904			
	Scorpion	84	22	10	55	-	70	225			
Name and Address of the Owner, where	Sphinx	228	23	12	115	-	1160	1160			
	Wraith	86	22	4	52	Fire, Dia	231	231			

The legion of new foes in Mt. Gulg is a dangerous bunch. Most of them are vulnerable to Ice, so consider a party focused around Black Magic. The trick is to determine which encounters are worthy of Blizzara spells. (MP won't last long if used in every encounter!) Alas, this level 4 spell is the strongest option. Firaga isn't the most effective option, and you're better off saving Thundaga for river enemies.

Topping the danger list are Fire Elementals, Lava Worms, Fire Gigas, Fire Lizards, and Hellhounds. Fire Gigas have incredibly high attack ratings, wrecking havoc against your party with their standard attacks. Fire Lizards lack offensive firepower, but they have the ability to cast Fire-type magic spells that affect the entire party. If any White or Red Mages have NulBlaze,

then use it against large packs of these enemies. Fire Elementals and Lava Worms are strong foes with solid attack and defense ratings. Fortunately, Lava Worms always travel alone and Fire Elementals never attack in groups of more than two.



Another potential threat, the rare Red Dragon, has no weakness and it sports the highest attack rating in Mt. Gulg. When fighting these beasts, use Hasteenhanced fighters. Pyrolisks lack the statistical power of the Red Dragons, but their Gaze attack can drop a foe in one hit. Don't waste Blizzara; with only 44 HP, even Thundara can clear the field of these fragile foes.

The most common enemy in the volcano is the Horned Devil. These bothersome creatures are resistant to Ice, so use physical attacks to dispose of them.





Mt. Gulg, B1

Don't waste much time trying to find a way around the lava in Mt. Gulg, because there isn't one. Your party will lose 1 HP with each step it takes on the lava, however, no enemies will attack while this is going on. As bizarre as it sounds, if you're low on health and running for the exit, the best strategy is to stay knee-deep in boiling magma whenever possible.



Mt. Gulg, B2

The stairs down to B3 are across the lava to the west of the entrance. If you don't need gil or EXP, you can proceed in that direction but you should still make a quick foray to the Great Sword. There aren't any "special" treasures to find in this area, but it's worth the time to raid the 18 chests on this floor. Not only will your party gain plenty of gil and other goodies, but they will also earn plenty of EXP from defeating the powerful guardians protecting the chests.

The shortest route is to head west from the stairs and go through the second door to the west. Carefully navigate the winding passages, hitting the chests in order of their appearance. The chests are protected by encounter points. When triggered, it forces a battle against one or two Fire Elementals. To defeat them, try using Blizzard or Blizzara.

A keen item of interest on this floor is the **Great Sword**, which is unavailable anywhere else in the game. Its attack power is slightly weaker than the Mythril Sword (by 2 points), but it is more accurate (5 points). It inflicts additional damage against Giant-class enemies, like Gigas and Ogres.

Head to the top of the cave, then proceed to the west. There are two chests with a total of 1445 gil between them, although they are protected by another Fire Elemental encounter point. Continue south to find the large room with the other chests. There's an encounter point near the entrance, but only one encounter point inside the actual room. That encounter point is located at the spot where the party is surrounded by chests on six sides. This time, though, the enemy is the feisty Lava Worm. This powerful foe deals more damage than the Fire Elementals, so use Blizzard to defeat it within a turn or two. The chests contain gil, Mythril armaments, and basic supplies. Check out the maps for the contents of the other chests.



Mt. Gulg, B3-A, B4-A, B3-B

Head east through the lava filled corridor of B3-A, then travel southeast in the small segment of B4 that follows. Locate the staircase in that corner and follow it up to a new portion of the third floor (B3-B). This area is equally barren (there are no chests on B3), but it's larger and much easier to get lost while traveling to the staircase in the southwest corner. There's still plenty of lava here, so keep an eye on your party's HP.



Mt. Gulg, B4-B

The staircase leads to a rather interesting area of B4-B—a place with 15 chests. One of the better items you'll find is the powerful Ice Brand, which is extremely useful in these lava filled areas. Don't forget to find the Flame Shield, too.



Pick up both major items, as well as a nice chunk of gil, in the room at the west end of the hall. A lone Lava Worm encounter spot guards these chests. Continue southeast from there to pass a room with a single chest (containing 1760 gil) and another room with two chests (a paltry 155 gil, and a Lava Worm to boot!) at a fork in the road. The east path leads to a room with three more chests. One of them is a duplicate of the Ice Brand chest (it may be empty if you have one already), while the others contain 2000 gil and a Cottage.

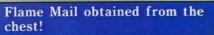
Follow the south fork to reach the stairs that lead to the next level. Look for a room with two chests (1250 gil and a Staff), guarded by a Fire Lizard encounter point.



Mt. Gulg, B5

This large area is surprisingly devoid of goodies. The three chests in the east, northeast, and southeast corners all contain the same Gold Needle (it won't be there if you grabbed it on B4-B). In effect, this means that only the chest to the west is considered "new." The chest contains the Flame Mail; save this armor for a dungeon that you'll visit in the near future. Unfortunately, encounter points with a Fire Lizard and a Red Dragon block the way. Both foes use Fire-type magic spells to decimate the party, so use NulBlaze if it's available. If not, hit them hard to quickly cut through their health.

The room in the southwest corner holds the Fire Crystal. Any attempt to touch this crystal awakens Marilith. After defeating the fiend, use the portal that appears behind the crystal to return to the world map.







MARILITH

Marilith's damage spells are all fire-based and her physical attacks can connect multiple times. Use a combination of NulBlaze and Slow to reduce the amount of damage she can cause. Marilith can also cast Dark and Bind. Have your Red and Black Mages

HP	ATK	DEF				
1440	40	50				
MDEF	GIL	EXP				
183	3000	2475				
WEAK						

Paralysis, Darkness, Sleep, Silence, Confusion, Mind



use their spells to cast Slow on Marilith and Haste on everyone capable of dealing physical damage since it is the key to winning this fight. Have your healers keep the fighters healthy, and let the others concentrate on depleting Marilith's health. If you're feeling especially lucky, try casting Hold or Stun on Marilith for an advantage. While it may not connect, it does work on occasion. If you picked up the Confuse spell back in Elfheim, use it, Marilith is weak against it and it can quickly turn the tide of battle in your favor if it connects.

Hellfire Chasm Available

Defeating Marilith opens the portal to Hellfire Chasm. The party can't visit the island where the chasm exists yet, but that may change soon enough...



THE WATER CRYSTAL

CAVERN OF ICE

Objectives



Retrieve the Levistone from the Cavern of Ice, north of Mt. Gulg.



Deliver the Rat's Tail to Bahamut.



Travel across the river to Onrac.



Sail south to the Ryukahn Desert.



Fly to Gaia in the northeast.



Plunder the Warp Cube from the Waterfall Cave.



Travel to the Citadel and hand over the Crown.



Purchase the Faerie's Bottle at the Caravan.



Retrieve the Rosetta Stone from the Sunken Shrine.



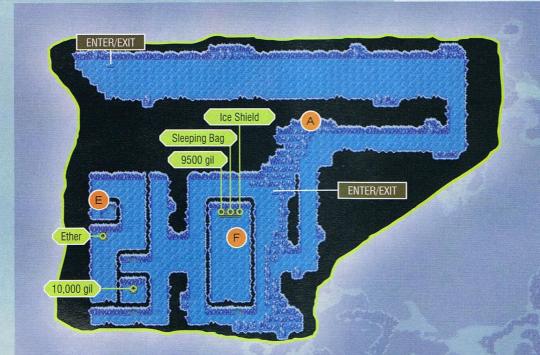
Battle the Dragon Zombies for the Rat's Tail.



Release the Faerie at the pond in Gaia.



Defeat the Water Fiend, Kraken, in the Shrine's lowest floor.



Items Found

Airship

Flame Sword

Ice Armor

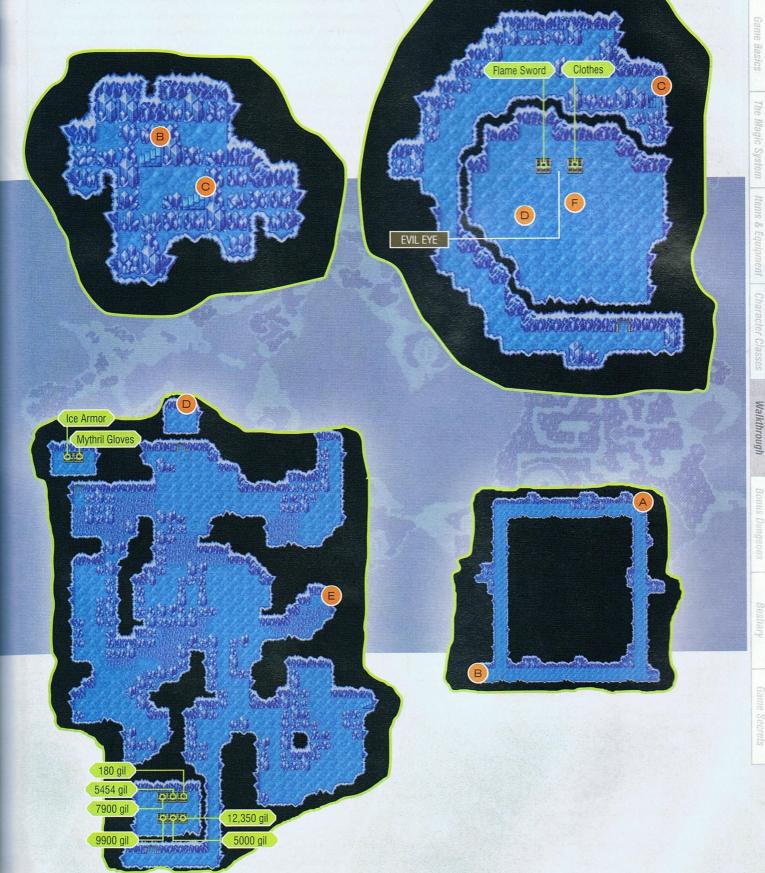
Ice Shield

Levistone Mythril Gloves

Ether

Clothes

Sleeping Bag



Cavern-of-lee-Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Bloodbones	144	26	12	76	Fire, Dia	378	378
Cockatrice	50	1	4	47	-	200	186
Dark Wizard	105	26	40	170		1095	1095
Ghast	56	8	10	40	Fire, Dia	117	117
Ice Gigas	336	60	16	150	Fire	1752	1752
Mindflayer	112	1	12	187		999	822
Mummy	80	30	20	60	Fire, Dia	300	300
Piscodemon	84	30	16	98		300	276
Remorazz	320	73	24	185	-	1000	2244
Specter	114	40	12	67	Fire, Dia	432	432
White Dragon	200	53	8	196	Lightning, Fire	2000	1701
Wight	52	20	12	45	Fire, Dia	150	150
Winter Wolf	92	25	0	55	Fire	200	402
Wraith	86	22	4	52	Fire, Dia	231	231

There are three enemy types in the Cavern of Ice: Undead, Ice beasts, and Magicians. Standard tactics for slaying Undead foes work fine against the Mummies, Wraiths, Specters and others, so use Diaga if you have a White Mage, and Fira and Firaga if you don't. You may want to use both against Mummies and Specters, just in case one of the casters ends up paralyzed or asleep.

Ice enemies include White Dragons, Ice Gigas, and Winter Wolves. All three, predictably, are vulnerable to Fire. Have a Warrior equip the Flame Sword as soon as it is available and have Black and Red Mages use lower-level Fire spells (save the best stuff for the Magicians). Ice Gigas and White

Dragons both have fairly strong magic resistance stats, so it takes a combination of strong physical attacks and Fire-type spells to take them out before they can start wreaking havoc with an Icestorm.



The Mindflayers are perhaps the most dangerous foes. Piscodemons aren't so bad, but Dark Wizards and Mindflayers have interesting spells like Trance (which can paralyze the entire party), Reaper, Firaga and Thundaga. As a bonus, any physical attack a Mindflayer lands may result in an instant kill. Magicians only have 112 HP (Dark Wizards have 105), so killing them quickly is the way to go. Have all of your offensive spell casters use their best spells (neither foe has any particular weaknesses or resistances, but both are generally resistant to Magic) while the offensive line targets them individually to cause more damage.





The Search for the Levistone

The goal is to go to the Cavern of Ice and retrieve the Levistone, which is a Key Item that leads to the Airship. Heal up and restock on any necessary items at Crescent Lake, then return to the ship. Sail to the north until you find another port. You can leave the ship at





the dock, or take it straight to the mouth of the river and hop into the Canoe.

There are many dead ends in this segment of the river, so follow the mountains to the right and head north to get through the first part. At this point, there are two paths: an upper and a lower path, both of which lead to the west. Follow the lower path heading west to find a small, grassy area with the entrance to the Cavern of Ice.

Cavern of Ice, B1-B3

You can't access all of the good stuff in B1 without taking the long way around, so head straight to the staircase. Go east or south in B2, but note that both paths are the same length and lead to the same place—the staircase that leads down to B3.

Cavern of Ice, B3-B4

Take the other staircase in B3 to find a much more interesting area of B2. Circle around to the large room, then take a good look around before looting the chests. The **Levistone** is between the two chests, but watch out for the tiny cracks. If you step on one, the party will drop through the floor to B4. This is a place you must eventually visit, but if you want to pick up the treasure on the left first (the **Flame Sword**), go around the cracks and get it from above. Plunder the chest on the right using a similar method to acquire **Clothes**. Alas, there is no way to get to the Levistone at this point, so step on a crack to proceed.





Cavern of Ice, B4

There's an encounter point in the middle of the room, so prepare for a fight against a legion of Undead Specters. Beyond the door, there are chunks of blue ice on the ground. These chunks function like the lava in Mt. Gulg: they cause 1 HP of damage to each party member with each step. Once on the ice chunks, however, the party is free of enemy encounters.

Cross the blue ice to the west to reach a room with two chests (Mythril Gloves and Ice Armor) guarded by a White Dragon encounter point. The dragon has 200 HP and it is vulnerable to Fire and Thunder. If you haven't completed Mt. Gulg yet, the Ice Armor will come in handy. Besides its resistance to Fire, its stats are identical to the Flame Armor.





To proceed, cross the blue ice to the south, then cut east while still on the ice to prevent the party from getting stuck at a dead end. There is a treasure room with six chests directly south of the ice patch's exit. Plunder these chests to acquire 30,000 gil! Surely that's worth a fight with a pack of Winter Wolves. From the treasure room, follow the south wall to the east to end up at the stairs.



Cavern of Ice, B1

The stairs bypass two entire floors and lead directly to the section of B1 that was previously unreachable. The chest right outside the stairwell contains an Ether, but the unguarded chest in the small room on the way out contains a respectable 10,000 gil.



Before entering the room to the east, take a moment to assess the state of your party. The stairs in the northeast corner lead back outside, so make sure your party is in top fighting condition. If you go outside to use a Cottage, the party re-enters the area back at the original entrance. This means you must travel through the dungeon again.

If your party is in good shape (and you don't need to use a Cottage), then head into the room to the west to find **9500 gil**, a **Sleeping Bag**, and an **Ice Shield**. Next, step on the crack to go back down to B2. This action causes the party to land near the Levistone. As the party approaches it, a battle against Evil Eye ensues.



The bad news: Evil Eye knows every nasty spell in the game (including Doom). The good news: This boss only has 162 HP. Hit it with the party's strongest standard attacks and most powerful spells. An efficient use of attacks and spells will eliminate the Evil Eye within a round or two before it can take down too many party members.

Getting the Airship

Grab the Levistone, then jump down a crack to either side (going south leads to another Evil Eye encounter). Work through B4 to reach the staircase in Level B1, then ride the river back to the ship.



Go south of Crescent Lake to a point where the sea meets up with a river near a patch of desert. Hop into the Canoe briefly, then quickly step to the west to reach dry land. Walk around the mountains to reach the desert.



Walk into the desert to make the **Airship** rise out of the sand. The world is now at your fingertips! You can make your first priority the long awaited Class Change, or you can make a pit stop at the town of Gaia first. There is a new spell to purchase (Blizzaga for Black Mages is the only one that doesn't require a Class Change) and some pricey new armor.



THE CITADEL OF TRIALS

Encounters Outside the Citadel

Œ	2							
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
COLUMN 	Basilisk	196	30	20	91	-	658	1977
STATE OF THE PARTY OF	Hydra	212	30	14	116		150	915
CORPORT	Lesser Tiger	132	22	8	85	-	108	438
Service S	Ochu	208	20	24	116	Lightning	102	1224
September 1	Sabertooth	200	24	8	106	-	500	843
Name of Street	Sand Worm	200	46	14	103		900	2683
DODUDOC	Sphinx	228	23	12	115	-	1160	1160
Section 1	Weretiger	160	30	16	93	-	780	780
CHANGE	Wyrm	260	40	22	131	- 1	502	1218

If you take the Airship, expect a number of battles on the long walk to the Citadel. Most of these encounters are against Weretigers (a poisonous foe) and Sabertooths. Rarer but more dangerous new foes include the Sand Worm (kill it quickly before it can use Quake), the Basilisk (bring plenty of Gold Needles), and the Wyrm.



Encounters Inside the Citadel

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Clay Golem	176	64	7	93	_	800	1257
Dragon Zombie	268	56	30	135	Fire, Dia	999	2331
Horned Devil	94	10	32	157	-	387	387
King Mummy	188	43	24	95	Fire, Dia	1000	984
Medusa	68	20	10	55		699	699
Mindflayer	112	1	12	187	-	999	822
Mummy	80	30	20	60	Fire, Dia	300	300
Minotaur Zombie	224	40	14	116	Fire, Dia	1050	1050
Nightmare	200	30	24	100	Ice	700	1272
Rakshasa	110	20	30	62	-	800	603

New Undead creatures in the Citadel include King Mummies, Zombie Dragons, and Minotaur Zombies. All of these foes are vulnerable to Fire and Dia-type spells, so they shouldn't cause too much trouble.

Clay Golems and Rakshasas are resistant to almost everything, so rely on physical attacks to dispose of them. Nightmares are weak against Ice, but may not even be worth your casters' time, since the worst they can do is cast Darkness on your party. Go ahead and break out some offensive magic against the Medusas, as they can turn your party to stone. With only 68 HP, use a high-level spell of any type to wipe them out.



THE CITADEL OF TRIALS



Items Found

Cottage

Gauntlets

Healing Staff

Ice Brand

Rat's Tail

Ruby Armlet

Steel Gloves





e Wind Crystal

ne Water Crystal

e Fire Crystal

Earth Crystal

Adventure Begins



The Citadel of Trials is in the north-central part of the map, on the western edge of the bird-shaped northeast continent. There are two ways to get there: fly the Airship to the tip of the peninsula to the north of the Castle and walk from the small patch of grass, or sail the ship to the mouth of the river northeast of the castle and switch to the Canoe. The ship/Canoe route involves less walking, but sailing back and forth when you have a new Airship isn't much fun!



The Citadel, 1F

Present the Crown to the elderly man on the first floor and he reveals the goal of the challenge. There's not much to see here, so head to the northwest, open the door, and touch the throne. Doing so warps the party to the confusing second floor.



The Citadel, 2F

There are 15 warps here. To reach the staircase, you must follow a specific order. Fortunately, the warps seem to reset the counter of steps between enemies, so as long as you continue to warp, there's little need to worry about combat. The correct order is 1-2-3-5-6-8-9-10-14. After you hit warp 10, stop inside the room in the northeast to find this floor's lone treasure chest.

Defeat the Clay Golems at the encounter point directly in front of it, then open the chest to find the Gauntlets. If you miss the Gauntlets here, they will appear again on the next level.



The Citadel, 3F

After using the final warp, the party ends up on the third floor. The route to the ultimate prize is a simple loop, but many powerful enemies wait along the way. This room has lots of chests, but only one encounter point. There are several Nightmares positioned inside the door to the north of the warp point. Expect to fight them again if you want to get that first chest, but it's well worth it. The Healing Staff is a must-have item. After that, get the Ruby Armlet, another Ice Brand, and Steel Gloves from the next set of chests. Finally, don't forget the Cottage and 8795 gil from the chests in the southwest.

Healing Staff obtained from the chest!

Using Combat Items

The Gauntlets and Healing Staff are the first armaments that possess a combat ability. When using the Gauntlets in battle, that character casts Thundara for his or her furn. Use the Healing Staff to cast Heal on your party. Here are a few rules to follow when using these items.

It's best not to equip these items so that every character can access them. If you decide to equip one of them, you can select it by pressing up after you open the item list during battle.

To save time, manually sort your item list and place both items near the top.

Each item can only be used by one character each firm

The spells' effects are based on the user's Intelligence score, so Warnors won't get much out of them.



Heal the entire party before approaching the treasure chest near the throne. Collect the Rat's Tail, then prepare for an encounter point directly in front of the throne. After defeating the Dragon Zombies, touch the throne to warp back to the entrance.



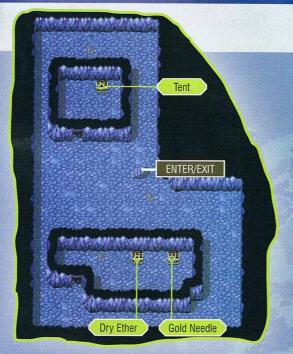
DRAGON

Hit the Dragon
Zombies with Diatype and Fire-type
spells. Let your
Warriors hack away
with the Flame
Sword and these
foes will become
toast in no time at

HP ATK DEF MDEF 268 56 30 135
GIL 999
EXP 2331
WEAK Fire, Dia

all. Still have plenty of health and spells left? Back up and hit the encounter point again! Dragon Zombies are worth 2331 EXP a pop.

DRAGON CAVES



Items Found

Tent

Dry Ether

Gold Needle

Cottage

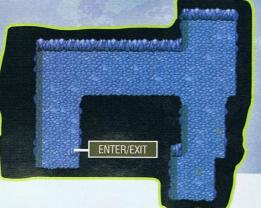
Elixir

X-Potion

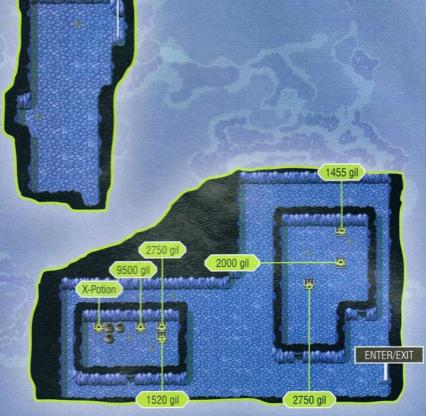












Introducing Bahamut

All that's left to do is take the Rat's Tail to Bahamut (yes, that Bahamut!) and receive your reward. Find him in the Dragon Caves, located on the chain of islands just southwest of the Citadel of Trials. The name sounds menacing, but all the dragons in the Dragon Caves are friendly and there are no random encounters.

There are six entrances to the Dragon Caves (the seventh hole leads to Hellfire Chasm) and each entrance leads to a different area. If you want to plunder all of the chests and talk to all of the Dragons, you must use each entrance. If you're not interested in that, go into the furthest east cave to get the loot (nearly 20,000 gil) and enter the southeast cave on the island with two caves to see Bahamut.



Class Change Time

ENTER/EXIT

After the class promotions, celebrate by flying around the world to pick up new spells and items.

- Knights can use White Magic up to level 3. Ninjas can use Black Magic up to level 4. Return to the game's first few towns to buy the spells.
- Ninjas and Red Wizards can equip better weapons and defensive items.
- Return to Melmond to buy Teleport for your Black Wizards.
- Return to Crescent Lake to buy Exit for your White Wizards.
- Purchase the following for Red Wizards: Vox in Elfheim; Life, Teleport, and Scourge in Melmond; and Invisira, Protera, Exit, and Thundaga in Crescent Lake.



THE TOWN OF GAIA

Items Found
Faerie's Bottle

Oxyale

Shop Data

Weapon Shop

Item
COST
ATK
ACC
CLASS

Cat Claws
52,000 gil
+22
+35

Armor Shop

Item	Cost	DEF	EVA	Class
Ruby Armlet	40,000 gil	+24	-1	鸡鸡鸡鸡鸡鸡
Protect Ring	16,000 gil	+8	-1	为为为有温度

Item	Shop

Annual Control of the	
ITEM	COST
Hi-Potion Hi-Potion	150 gil
Ether	150 gil
Phoenix Down	500 gil
Tent	160 gil
Cottage	2000 gil

Sanctuary 750 gil Inn 500 gil

White Magic, Level 7

SPELL COST CLASS

Curaja 30,000 gil

Black Magic, Level 7

SPELL COST CLASS

Blizzaga 30,000 gil

Break 30,000 gil

White Magic, Level 8

SPELL COST CLASS

Stona 40,000 gil

Exit 40,000 gil

Stona 40,000 gil

82



SHOPPING RECOMMENDATIONS

Equipment and Items

There's only one weapon for sale here—the Cat Claws. For Black Wizards, this is the best weapon in the game. However, it's overpriced for any other class types. Still, it's difficult to justify such a price, especially when the armor here is so much more useful.

The Protect Ring has the additional property of protecting its wearer from instant-death attacks, so grab at least one for your party's designated healer. Consider buying Ruby Armlets, a great piece of light armor, for your non-fighters.

Spells

There are only two level 7 spells of each type sold in Gaia, while the other two are sold at Onrac. Both level 7 spells are good for White Wizards, so don't worry about leaving slots open. Pick up Blizzaga for Black Wizards and Break if you have the extra gil.

The missing level 8 spells are sold at Lufenia, so save a spot for each. For now, consider Holy and NulAll for your White Wizards. For Black Mages, it's a tossup. Stop paralyzes all enemies. Warp is a more powerful Quake (but no longer ground-based), while Kill has the potential for an instant-kill versus most non-bosses. Whatever you choose, leave an open slot for Flare. Lastly, purchase Blizzaga for Red Wizards since it's the last Black Magic spell they can learn.

Garavan/Onrae Area Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Baretta	256	60	38	130	-	300	1428
Desert Baretta	352	98	48	156	-	1	2610
Hellhound	192	30	8	103	Ice	600	1182
Ice Gigas	336	60	16	150	Fire	1752	1752
Lesser Tiger	132	22	8	85	-	108	438
Ochu	208	20	24	116	Lightning	102	1224
Ogre Mage	144	23	10	80	-	723	723
Remorazz	320	73	24	185	- C	1000	2244
Sabertooth	200	24	8	106	-	500	843
Troll	184	24	12	100	Fire	621	621
Sphinx	228	23	12	115	-	1160	1160
Wyrm	260	40	22	131	-	502	1218
Wyvern	212	30	12	115	-	50	1173

There are a handful of new enemies in this area, most of which won't be a threat to a mid-level party. Barettas and Desert Barettas have plenty of HP, high defense, and devastating attack scores.



The Town of Gaia

Gaia, the eye of the bird-shaped northeast continent, is the most accessible town in the north. Although this venture serves mainly as a shopping trip, listen closely to what the villagers have to say about the missing Faerie. Its safe recovery is the next objective. Recovering the Faerie costs 40,000 gil, so shop accordingly.



Hunt for the Caravan

The missing Faerie is hidden in the Caravan in the desert at the center of the northwest continent. It's not visible on the map, but the Onrac villagers point to the small patch of desert to the west of a small grove of trees. Park the Airship at the patch of grass just southeast of the desert and march over to the designated location.



Buy Back the Faerie

The only item initially for sale at the Caravan is the Faerie's Bottle for 40,000 gil. If you're short on cash, don't waste any time since the enemies don't drop much gil. Instead, infiltrate the Waterfall Cavern where the enemies drop more gil and there's 25,000 gil to plunder from the treasure chests.

On return visits to the Caravan, the shop's inventory changes to items that temporarily raise a character's stats. These items are usable only during combat.

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ITEM	COST	EFFECT
Giant's Tonic	1500 gil	Temporarily raises max HP.
Faerie Tonic	1500 gil	Temporarily raises max MP.
Strength Tonic	1000 gil	Temporarily raises attack.
Protect Drink	1000 gil	Temporarily raises defense.
Speed Drink	1000 ail	Temporarily raises apility

Return to Gaia

Take the Bottled Faerie back to Gaia and visit the Faerie pond in the northeast section of town. The Faerie retrieves a bottle filled with **Oxyale**, which allows the party to breathe underwater.



THE TOWN OF ONRAC



The Water Crysta

The Wind Crystal

ie Fire Crus

The Earth Crystal

Iventure Regins

Classes



Shop	Data			750 gil 300 gil			
Item SI	hop						
	ITE	VI	COST				
	Hi-Pot	ion		150	gil		
	Ethe	r	150 gil				
	Reme	dy	1500 gil				
	Cotta	ge	2000 gil				
	Gold Ne	edle	500 gil				
White I	Magic, L	evel 7 💡	Black I	Magic, Le	evel 7 💠		
SPELL COST CLASS			SPELL	COST	CLASS		
NulDeath	30,000 gil	%%%	Saber	30,000 gil	为为是		
LINE FOREST					PS / 10 4		

Blind

30,000 gil

SHOPPING RECOMMENDATIONS

Spells

There are no armaments for sale, just a couple of spells. White Wizards may find some use for Healaga, but NulDeath (which protects against instant-death effects) doesn't really comes in that handy, especially with all of the Ribbons and Protect Rings floating around. NulDeath will serve as a decent option for Red Wizards, though.

Black Wizards can chose between the mediocre Saber, which raises combat stats to near fighter levels, but it can't be used on any other character. There's also Blind, which can only affect one enemy.

Waterfall Cavern Encounters

30,000 gil

\mathbf{x}	3							
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Clay Golem	176	64	7	93	-	800	1257
	Cockatrice	50	1	4	47	-	200	186
	Green Dragon	352	72	16	200	Ice	5000	4068
	King Mummy	188	43	24	95	Fire, Dia	1000	984
	Mummy	80	30	20	60	Fire, Dia	300	300
	Nightmare	200	30	24	100	Ice	700	1272
	Pyrolisk	44	20	40	45	Ice	500	423

With one exception, you've seen all of these enemies in previous dungeons. That one exception is the Green Dragon, a rare monster that is no pushover. It has high magic resistance, but Ice spells can still cause a little damage. This foe lacks physical defense, but it has 352 HP and can dish out damage. Think about using a Haste spell to finish things quickly.



Onrac

Fly back to the same parking spot southeast of the desert, the one used previously to reach the Caravan. From there, travel across the river and walk a short distance to Onrac. Purchase a few spells and listen for gossip about the Sunken Shrine and the nearby Waterfall Cavern.

Steer the Canoe upriver, directly into the waterfall northwest of town. This is a simple cave; all of the branches lead absolutely nowhere and everything of any value is in the same spot. To get there, just hug the left wall from the entrance to reach a room with six chests, a random encounter spot, and a robot.

The treasures include the Wizard's Staff, Ribbon, and Defender. The Wizard's Staff and Defender are combat items that cast Confuse and Blink, respectively. The Ribbon, a *Final Fantasy* classic, protects its wearer from all status effects. Lastly, don't forget to talk to the Robot to acquire the Warp Cube, a Key Item you will need later.





THE SUNKEN SHRINE



Antidote

Diamond Armlet

Diamond Armor

Diamond Gloves

Diamond Helm

Diamond Shield

Giant's Gloves

Light Axe (x2)

Mage's Staff

Ribbon

Rosetta Stone



Wagic System

nent

Character Classes

Walkthrough

Bonus Dungeons

Synken Shrine Encounters

2	Sa.							
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
1	Cockatrice	50	1	4	47	-	200	186
	Deepeyes	304	30	16	156	Lightning	3591	3591
	Ghost	180	93	30	85	Fire, Dia	990	990
	King Mummy	188	43	24	95	Fire, Dia	1000	984
	Mummy	80	30	20	60	Fire, Dia	300	300
	Pyrolisk	44	20	40	45	Ice	500	423
	Sahagin Chief	64	15	8	46	Lightning	105	105
	Sahagin Prince	204	24	20	101	Lightning	882	822
	Sea Scorpion	148	35	18	85	Lightning	300	639
demonstrate	Sea Snake	224	35	12	116	Lightning	600	957
-	Sea Troll	216	40	20	110	Lightning	852	852
-	Shark	120	22	0	70	Lightning	66	267
CONTRACTOR DESCRIPTION OF THE PERSON OF THE	Water Elemental	300	69	20	130	Ice	800	1962
-	Water Naga	356	9	8	116	Lightning	2355	2355
HODGEDON	White Shark	344	50	8	170	Lightning	600	2361

None of the commonly encountered Sunken Shrine enemies are particularly deadly, but they attack relentlessly in large groups, making this dungeon a painful ordeal. New foes include Sea Trolls, Sea Scorpions, Deepeyes, Sea Snakes, various Sahagin, White Sharks, Water Nagas, and Water Elementals.

Virtually everything here is vulnerable to Lightning, so utilize a lone Red or Black Wizard and have another party member use the Gauntlets. On the other hand, the Water Elementals are vulnerable to Ice—not Lightning—and the Ghosts and Mummies are vulnerable to typical Undead weaknesses.

The most dangerous foes are the White Sharks, which have 344 HP and an attack rating of 50. The Sahagin Princes come in a close second, so have your offensive line target them and leave the weaker Sahagin Chiefs to the spell casters' electrical assault.





The Makeshift Submarine

Bring the Oxyale to the girl in the southeast corner of Onrac. Upon doing so, she hands over her submarine. It leads directly to the Sunken Shrine, a large underwater dungeon.

There are two different objectives here: recover the Rosetta Stone from the top level of the shrine, or defeat the Water Fiend, Kraken, at the bottom of the shrine. You can do the quests in any order, but it makes sense to get the Rosetta Stone first so the party can benefit from the items and EXP acquired along the way prior to the battle with the Water Fiend.



Rosetta Stone 1—Sunken Shrine, 3F

The submarine drops off the party on the third floor. There are stairs leading both up and down. The Rosetta Stone is on the shrine's top floor, so take the staircase in the northeast that leads up.

The third floor of the Sunken Shrine is full of empty rooms. There are only two treasure chests, both of which contain gil. The chest in the room south of the down staircase (in the northwest) is the only one that contains a substantial amount of money, 9900 gil.



Rosetta Stone 2—Sunken Shrine, 4F

The down staircase leads to 4F, where the treasure starts getting good. The first room is empty, but every other room contains a chest. Note that all of the chests are well worth the trouble. The **Diamond Armor**, a nice upgrade for a Knight, is inside the north room.

The large room directly south of that, in the center of this floor, contains only 20 gil. A much better treasure waits in the room in the southwest corner: a Light Axe. As a weapon it's somewhat unimpressive, but any character can use it in combat to cast Diara. Continue east and stop in the next room to collect a Mage's Staff, a combat ability weapon that can cast Fira. The final room (further west) has a chest with 12,350 gil. The staircase leading down is located just outside this room.





Rosetta Stone 3—Mermaid City

The stairs lead to 5F, a floor that is free of enemies but full of treasure. Each room contains a mermaid that will reveal information, plus most of the rooms have treasure chests.

The treasure tally includes: the Diamond Armlet, Diamond Shield, and over 30,000 gil. The Rosetta Stone is in the northwest corner of the map. Take the path that looks like it may lead off-screen; in fact, it leads to the path in the northeast corner, where you can access the last room. Open the chests to get the Diamond Helm, Diamond Gauntlet, and Rosetta Stone.

Take the stairs back up to the submarine, or use the Exit spell to teleport out. Heal your party and buy supplies in Onrac before revisiting the Sunken Shrine to battle the Water Fiend.





Water Fiend 1—Sunken Shrine, 3F

Take the submarine back to 3F, then head to the down staircase in the northwest. This leads to the east side of 2F, a large floor that has eroded into two separate areas. There's no treasure on one side, so head directly north to another staircase (this one leads up). This staircase leads to the tiny area of 3F (and to the stairs that lead to 4F). Area 3F has no features except for a staircase down to 3F. There are two chests in 3F and they each contain 560 gil. Go through the door in the south and head down the stairs to the west side of 2F.



Water Fiend 2—Sunken Shrine, 2F

This side of 2F is rich in treasure. The two chests in the room directly south of the entry area contain over **15,000 gil**. They're guarded by the Sea Shrine's first encounter spot, a fight against several Water Elementals.

Travel to the room in the west, where you'll find more gil and the invaluable Giant's Gloves. The loot is guarded by two encounter spots: more Water Elementals and some Sea Scorpions. From that room, head north to a room with a single chest. Battle more Sea Trolls/Snakes/Scorpions in the spot in front of the chest, then open the chest to reveal another Light Axe.

Head directly west from that room to reach the final treasure room. You must defeat an encounter of mixed Sahagin and White Sharks, a small price to pay to get another **Ribbon** and **20,000 gil**. The staircase is just northwest of that room.



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Using Combat Items II

The Giant's Gloves cast Saber, nearly tripling the offensive power of a single character. As a spell, it can only be cast by Black Wizards and only on themselves. When used as an item, however, it can affect anyone. If a Warrior has Haste cast on him and uses this on the same turn, he'll cause roughly 7x normal damage on the second turn!

The Light Axes are pretty easy to use, too. Assuming you have one White Wizard in the party, you can cas Diaga three times per turn!



Water Fiend 3—Sunken Shrine, 1F

The Sunken Shrine's final floor is completely devoid of treasure, so don't stray from the direct path. First, proceed in a westerly direction from the stairs. Go north when the path dead-ends, go west across a short bridge, then south through a narrow corridor. This path leads around a corner to a door. Go through the door, pass three pools of water, turn to the west, and exit the room via the south door in a small alcove. Follow the corridor around and up to another door; this one leads to the Water Fiend's lair. Heal your party before tackling the Fiend of Water. If any character is using a Flame Sword, swap it out as Kraken is resistant to Fire.



KRAKEN

Kraken's defense is so high that your best fighters will barely cause double-digit damage, so power them up as soon as possible. Have your Black Wizards cast Haste, and let the Warriors use Giant's Gloves. Do this

Have your Black
Wizards cast Haste,
and let the Warriors
use Giant's
Gloves. Do this
for each member of

1800

MDEF

160

50

5000

WEAK

Lightning

4245

the offensive line, turn by turn, and they will soon cause a decent amount of damage.

Kraken's attacks are all physical (his lnk attack can blind the party, an effect that you can ignore), so Protera and/or Invisira are fantastic during this fight. Have White or Red Wizards cast them a few times in the first few turns to erase the threat of an instant kill by damage. Kraken is vulnerable to Lightning, so let your Black Wizards hit him with Thundaga. Have any idle party members chip away at him by using the Gauntlets.





Shop Data

White Magic, Level 8 🤗

SPELL	COST	CLASS
Full-Life	40,000 gil	%%%

Black	Magic, Le	evel 8 💠
SPELL	COST	CLASS
Flare	40,000 gil	3 % %

SHOPPING RECOMMENDATIONS

Snells

Lufenia has no armament shops, Inns, or Sanctuaries but there is a small, somewhat hidden magic shop. To find it, exit the town through the break in the outer wall in the northeast and go east. The shop sells what are arguably the game's two best magic spells: the attack spell Flare and Full-Life, which revives a character at their max HP. What are you waiting for? Buy them!



Lufenia Area Encounters

Ų								
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
7	Allosaurus	480	65	10	200	-	502	3387
	Baretta	256	60	38	130	-	300	1428
	Desert Baretta	352	98	48	156	-	1	2610
	Hill Gigas	240	38	12	120	-	879	879
	Minotaur Zombie	224	40	14	116	Fire, Dia	1050	1050
	Troll	184	24	12	100	Fire	621	621
	Tyrannosaur	600	115	10	200	-	600	7200
	Winter Wolf	92	25	0	55	Fire	200	402
	Wyvern	212	30	12	115	-	50	1173
	Tarantula	64	5	12	46	-	50	141

Expect a half dozen or so encounters along the way, including Hill Gigas (in packs of three or four), Barettas, Wyverns, and two dangerous new enemies—Allosaurus and Tyrannosaur. The fairly common Allosaurus has an attack power of 65, 480 HP, and extremely durable magic resistance. Fortunately, they have weak physical defense.

Tyrannosaurs appear on rare occasions. When one appears, prepare for a difficult fight. Their tremendous attack is capable of leveling a weak character in one hit. If you encounter one, protect your healer at all costs.



Game Basics

The Magic System

Items & Equipment Character Clas

Meet Dr. Unne in Melmond

After conquering the Sunken Shrine, make a quick detour to Melmond. Go to the northeast corner of town and show the Rosetta Stone to Dr. Unne (look for him near the gravestones). Moments later, he cracks the code of the Lufenian language and teaches your party how to speak it fluently.



The Long Walk to Lufenia

Sadly, this linguistic breakthrough probably won't be a boon to Lufenia's tourism industry, since the city is still mired in the middle of nowhere. To get

there, fly northwest from Melmond (loop around the globe) and land at the top of the long peninsula on the west side of the northeast continent. From there, it's a long walk south to the city of Lufenia.

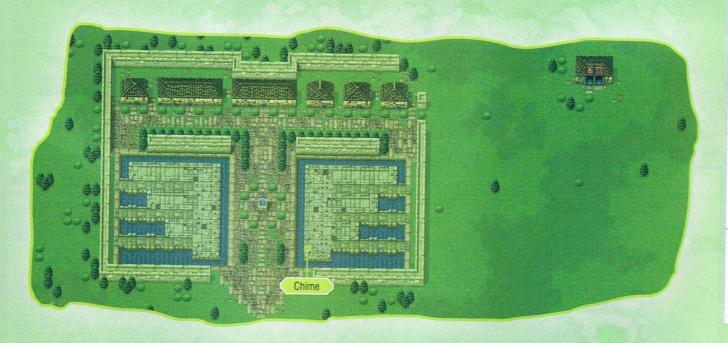


Acquire the Lufenia Chime

Aside from buying the last two level 8 spells, the only objective here is to get the Chime that opens the Mirage Tower. To get it, talk to the man in the southwest corner of the dock-like area to the east of the entrance.



Items Found Chime



			MIL	Aut	TU	MEK			
2									
11 Date	BES.C.	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	150	Black Knight	260	44	38	135	-	1800	1263
IIIC		Blue Dragon	454	92	20	200	-	2000	3274
		Chimera	300	30	20	130	Ice	2500	2064
Je.		Cockatrice	50	1	4	47	-	200	186
		Guardian	200	25	40	110	Lightning	400	1224
		Hellhound	192	30	8	103	Ice	600	1182
rysi	ı	King Mummy	188	43	24	95	Fire, Dia	1000	984
וומר		Medusa	68	20	10	55	-	699	699
ne W		Mummy	80	30	20	60	Fire, Dia	300	300
		Nightmare	200	30	24	100	Ice	700	1272
		Pyrolisk	44	20	40	45	Ice	500	423
		Sabretooth	200	24	8	106	-	500	843
		Vampire	156	76	24	75	Fire, Dia	2000	1200
stal		Weretiger	160	30	16	93	-	780	780
Cry		Wyrm	260	40	22	131	-	502	1218
later		Wyvern	212	30	12	115	-	50	1173
2		-							

Mirage Tower Encounters

The Mirage Tower introduces a few new enemies. Guardians, which A appear in large quantities, are somewhat difficult to defeat. They're vulnerable to Thunder spells and they lack an offensive punch, but their high defense score and their paralysis attacks can drag out battles. Another new enemy is the Black Knight, an all-around solid foe with no particular strengths or weaknesses.

Hardy, flame-spewing Chimeras are vulnerable to Ice, but they're not much of a threat. The more dangerous foes are the Blue Dragons, which have the highest attack scores in the tower. They also possess a nasty Lightning attack that hits the entire party. They have no weaknesses and are highly magic resistant, so stick to physical attacks to cut through their HP.

Vampires make their triumphant return here (last seen as a boss in the Cavern of Earth). Exploit their Undead weaknesses (Dia and Fire) to destroy them as quickly as possible.





Bring along a few extra Cottages and learn Exit since the Mirage Tower is the first of several tough dungeons. When you're ready, park the Airship on the strip of grass southeast of the desert and head to the tower.

It's a short walk, so don't expect more than a few encounters. The enemies are the same ones encountered outside of Lufenia, with the addition of the desert dwelling Sand Worm. Defeat this rare foe quickly, since it can cast an instantdeath Earthquake spell.



Mirage Tower, 1F

The staircase to the next floor is only a few steps away from the entrance. Go through the door, take a few steps to the east, and pass through the other door. On this first foray into the Mirage Tower, make sure you focus on looting the chests. The treasures in the middle include the Healing Helm (cast Heal in combat), the Vorpal Sword (a sword with no apparent ability), and the Aegis Shield (protects Knights from being turned to Stone).



Items Found						
Aegis Shield	Dragon Mail	Sun Blade	Thor's Hammer			
Cottage	Healing Helm	Tent	Vorpal Swordw			



Mirage Tower, 2F

Reaching the exit of the second floor is a much longer process and the loot is even deeper inside. Take the long route around the sides and turn left at the break in the wall. Turn at the break in the next wall and continue east to reach the center of the tower. From there, take the stairs to the next floor, or go south to find the central room's door. The loot includes a Cottage, the Sun Blade (a sword that causes extra damage to Undead), Thor's Hammer (casts Thundara), and the Knight-exclusive Dragon Armor (raises the Knight's magic resistance against all elemental attacks), as well as a bunch of gil.



You may want to Exit out after the looting is done and use a Cottage. Afterward, re-enter the area and quickly return to the third floor with a fresh party.

Mirage Tower, 3F

Go south to find to the entrance to the central room and prepare for a Blue Dragon encounter spot on the other side of the doorway. Have your Black and Red Wizards support

454 GIL 2000 EXP 3274 WEAK

92 20 200

the offensive line by casting Haste on the fighters, since their elemental spells will not be effective.

With the Warp Cube in your inventory, step on the central warp spot to go to the Flying Fortress, where five more grueling floors await.



Game Basics

The Magic System

Items & Equipme

Character Classes

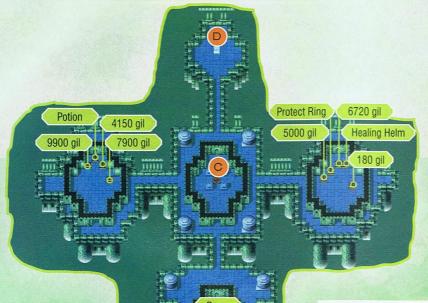
Walkthrough

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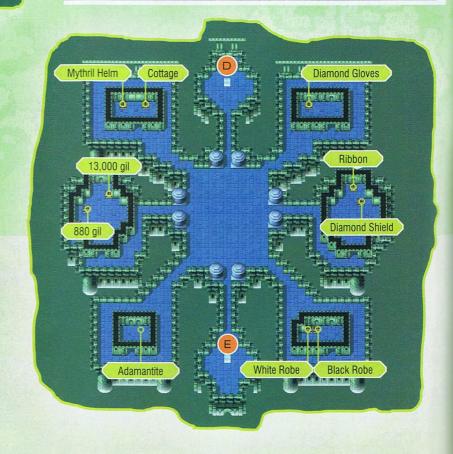
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THE FLYING FORTRESS



Items Found

monitor ound			
Adamantite	Diamond Shield	Potion (x2)	Sasuke's Blade
Black Robe	Gold Needle (x2)	Protect Cloak	Clothes
Cottage	Healing Helm	Protect Ring (x2)	Razer
Diamond Gloves	Mythril Helm	Ribbon	White Robe







Aying-Fortress-Encounters

S	- W.							-
4	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Air Elemental	358	53	4	130	_	807	1614
	Black Flan	156	49	255	85	Fire	900	1101
	Black Knight	260	44	38	135	-	1800	1263
	Chimera	300	30	20	130	Ice	2500	2064
	Clay Golem	176	64	7	93	-	800	1257
	Dark Fighter	200	40	38	186	-	3420	3420
	Death Knight	190	55	32	173	-	3000	2700
	Earth Medusa	96	11	12	70	Fire	1218	1218
	Evil Eye	162	30	30	92		3225	3225
	Fire Hydra	182	20	14	103	Ice	200	1215
	Guardian	200	25	40	110	Lightning	400	1224
	Manticore	164	22	8	95	-	650	1317
	Medusa	68	20	10	55	-	699	699
	Mindflayer	112	1	12	187	-	999	822
	Neochu	344	35	32	170	-	500	3189
	Nightmare	200	30	24	100	Ice	700	1272
	Rakshasa	110	20	30	62	-	800	603
	Soldier	400	102	48	160	Lightning	2000	4000
	Spirit Naga	420	7	16	143	_	4000	3489
	Stone Golem	200	70	16	110	-	1000	2385
	Vampire Lord	300	90	28	84	Fire, Dia	3000	2385

There are deadly new foes in the Flying Fortress. These battles test your endurance more than your wit, as few of these foes have any glaring weaknesses.

You'll encounter the Rakshasa and Dark Warrior foes, which don't have a lot of HP but are very resistant to magic. Rakshasas are poisonous and Dark Warriors can cast nasty spells like Doom and Flare.

There are plenty of other nasty spellcasters lurking about, including the Mindflayer and the Evil Eye. Both of these foes are capable of instant-kill attacks. The classic Medusa is also in the Flying Fortress as the slightly more powerful Earth Medusa. Fortunately, all three are weak on defense and go down quickly. Other new Magician-type foes include the Spirit Naga (weak on offense and defense), which can inflict virtually any status effect in the game.

The Soldier (400 HP) resembles a powerful Guardian, but he has a much higher attack score. He's weak against Thunder, though, making him one of only two new foes in the Flying Fortress who are vulnerable to anything. The other foe weak to Thunder is the deadly Vampire Lord. The Air Elemental is vulnerable only to physical attacks.

Manticores and the river dwelling Neochus are both capable of inflicting poison. Stone Golems are just powered-up Clay Golems with only 200 HP, but they're almost completely immune to magic.

No overview of the Flying Fortress is complete without a mention of the Warmech, a very rare random encounter that rivals the game's final boss in difficulty.





The Flying Fortress

There is no opportunity to save or heal between dungeons. If you're a conservative player, use the smash-and-grab technique: grab the treasure on the first three floors, warp out, drop a Cottage, and go through it all again (including the Mirage Tower). Alternately, stock up on Ethers to restore MP as it runs low.

Flying Fortress, 1F

This is a simple floor consisting of four rooms. The party starts in the middle with treasure rooms to the west, east, and south. You can skip the room to the west, since it contains only a **Potion** and some gil. The room to the east contains a **Protect Ring**, another **Healing Helm**, and more gil. That leaves the room to the south, which contains a single treasure—the **Razer**—that

can cast Scourge. It's possible to achieve a few surprise kills with this weapon if you have an idle party member use its ability frequently. After looting the treasure chests, head north to the teleportation mirror and advance to the next floor.



Flying Fortress, 2F

The exit is a straight shot south from where you enter this floor, but don't ignore the six treasure rooms. The northwest room contains a Mythril Helm and a Cottage, while the west room contains only gil. The southwest room





contains a real treasure: the Adamantite sought by the Dwarves. If your party has a Warrior or Knight, don't miss that chest!

On the east side, there are Diamond Gloves in the northeast and another Ribbon and a Diamond Shield in the east room. The Black Robe and White Robe are in the southeast room. These pieces are really no better than the Ruby Armlet your Wizards are probably already wearing. When used in combat, though, you can use them to cast Blizzara and Invisira, respectively.

Flying Fortress, 3F







The warp leads to an area near a circular window set into the floor. Approach it and take a peek for a clue as to the next destination. The warp to the next floor is to the west and a bit south of the one that lead in, just below the east treasure room.

There are treasure rooms to the east, north, and west. A long passage to the south contains a few rooms with a confusing clue that you'd be wise to skip. The treasure room to the north contains a **Potion**, **Protect Ring**, and some gil.

There are nice finds in the east and west rooms. The highlight of the west room is Sasuke's Blade, a Ninja-exclusive weapon with great stats but no special abilities. An item of note in the east room is the Protect Cloak, which is the only shield item in the game that you can equip on a Black or White Wizard.

That's it for treasures in the Flying Fortress, so if you're going to bail out and use a Cottage, do it now. If you do so, hop back into the Airship and take the Adamantite to the Dwarves so a powerful weapon is available for use against Tiamat.

Flying Fortress, 4F

This floor is an infinite loop, meaning you could walk in any direction forever. To get to the next floor from the warp mirror, head past two pits to the north, then turn west to find the warp after passing two more pits. You can also get there by going south past two pits, then turning east past two pits.



Flying Fortress 5F

Save your game now! Sure, there's a bit of a walk to reach Tiamat, but there is a chance that you may encounter a rare enemy known as the Warmech along the way.

WARMECH

This boss has 2000 HP, is resistant to all magic (except Holy), has an attack power of 128, and a has little attack called "Nuke" that does a few hundred points of damage to the

HP ATK DEF MDEF
2000 128 80 200

GIL
32,000
EXP
32,000
WEAK
-

entire party. If you see this foe, you may want to run before it unleashes its first attack.

If you'd rather fight this foe, use Haste and Saber on your fighters and set up a solid defense of NulAll and Protera. The Warmech regenerates 100 HP per turn, so if your enhanced fighters aren't inflicting more than that number, you have little hope of victory.

TANAT

The Fiend of Wind,
Tiamat, may not
measure up to the
Warmech but she's
no pushover. Her
standard attacks
cause less damage
than Kraken's, but
she has a number
of nasty spells
that damage the
entire party (Poison
Gas, Thunderbolt,
Icestorm, and Flame).





Thunderbolt is the most common one, so NulShock is a good choice for White Wizards on your first turn. On subsequent turns, their job is keep everyone above 200 HP. Have your Black Wizards cast Haste on the Knights, let your Knights use Giant's Gloves, then start slashing! Tiamat is vulnerable to Poison and Stone (so a cheap Break victory is a possibility), while Holy and Flare are strong enough to punch through any magic resistance.

Whisperwind Cove Available

Defeating Tiamat unlocks the doorway to Whisperwind Cove. You can now explore the fourth bonus dungeon!







THE FINAL BATTLE

THE CHAOS SHRINE

Objectives



Have the Adamantite forged into Excalibur.



Use the Crystals at the Chaos Shrine.

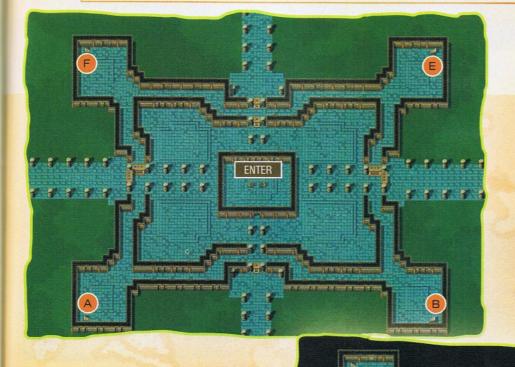


Play the Lute on the Shrine's top floor.

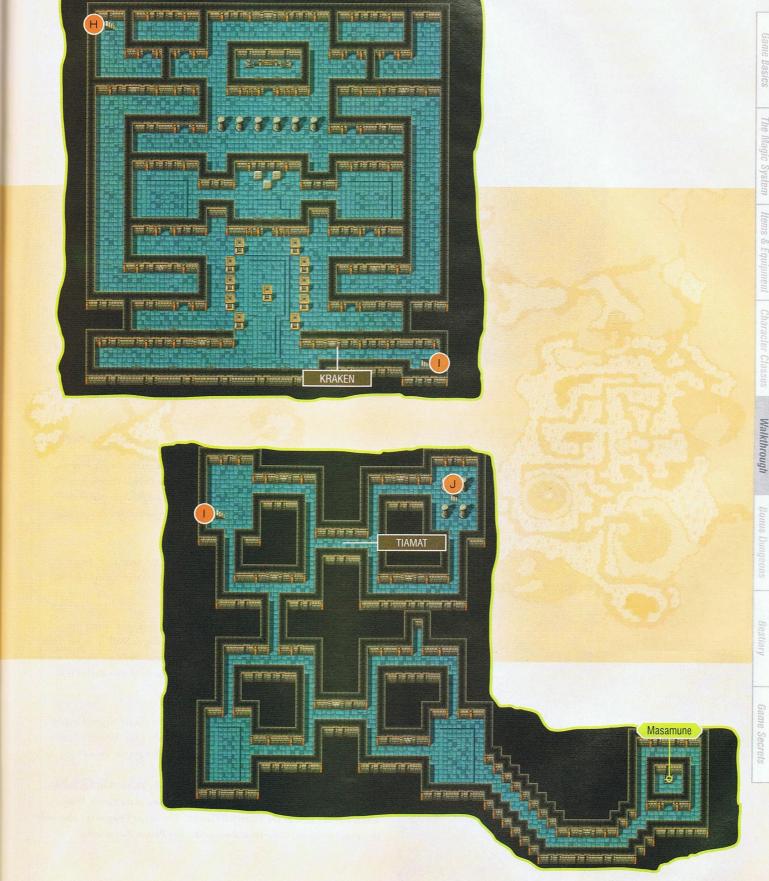
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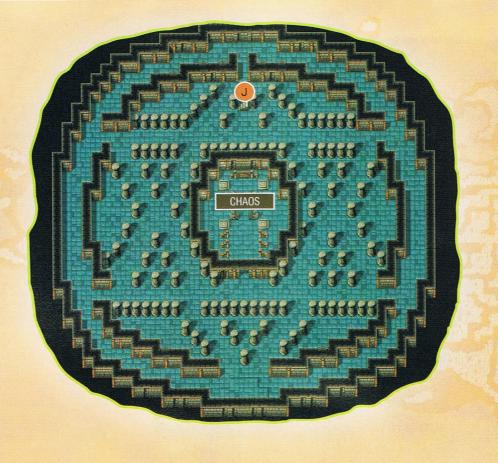


Find and defeat Chaos and his four fiends.



102





Chaos Shrine, 1F-3F Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Knight	260	44	38	135	<u>-</u>	1800	1263
Black Flan	156	49	255	85	Fire	900	1101
Chimera	300	30	20	130	Ice	2500	2064
Dark Fighter	200	40	38	186	_	3420	3420
Dark Wizard	105	26	40	170	-	1095	1095
Death Eye	360	120	60	160	Fire, Dia	1	1
Dragon Zombie	268	56	30	135	Fire, Dia	999	2331
Green Dragon	352	72	16	200	Ice	5000	4068
Ice Gigas	336	60	16	150	Fire	1752	1752
Purple Worm	448	65	10	200	Ice	1000	4344
Rhyos	350	40	18	143	Ice	5000	4584
Vampire Lord	300	90	28	84	Fire, Dia	3000	2385
White Dragon	200	53	8	196	Lightning, Fire	2000	1701
Winter Wolf	92	25	0	55	Fire	200	402

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The Chaos Shrine's first floor is home to four enemies: Purple Worms, Chimeras, White Dragons, and Black Flans. Purple Worms provide more EXP than any other enemy in the Shrine. It's difficult to run from fights, but your fighters should be able to take them out while everyone else uses healing items and spells.

If a large group of White Dragons use Icestorm at the same time, fatalities may occur. If this happens, hit them hard and exploit their vulnerability to Fire and Lightning.

Black Flans are vulnerable to magic (in particular, Fire) and strong against physical attacks. Use combat items, especially the Mage's Staff, to defeat them. Chimeras and Rhyoses are both vulnerable to Ice (use the Black Robe to avoid wasting MP). The Rhyoses can petrify the entire party with a Poison Gas attack, so equip vital characters with Ribbons.

The second floor adds a number of old favorites, like the Ice Gigas, Dragon Zombie, and Vampire Lord. Hit the Dragon Zombies and Vampire Lords with the Mage's Staff and double Light Axes to inflict maximum damage.

The third floor adds Flying Fortress favorites like the Dark Wizard, Dark Fighter, and Black Knight. It also features the return of the Green Dragon, which was last seen in the Waterfall Cavern. The Green Dragon is vulnerable to Ice and unleashes dangerous, damage-dealing Poison Gas attacks.

Chaos Shrine, B1-B4 Encounters

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP		
Basilisk	196	30	20	91	-	658	1977		
Clay Golem	176	64	7.	93	_	800	1257		
Earth Medusa	96	11	12	70	Fire	1218	1218		
Earth Elemental	288	66	20	130	Fire	768	1536		
Stone Golem	200	70	16	110	-	1000	2385		

R'

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Fire Gigas	300	73	20	135	Ice	1506	1506
Fire Lizard	296	31	18	143	Ice	1200	2472
Lava Worm	280	50	31	143	Ice	400	1671
Fire Elemental	276	50	20	130	Ice	800	1620
Red Dragon	248	75	30	200	-	4000	2904

B3

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Water Elemental	300	69	20	130	Ice	800	1962
Deepeyes	304	30	16	156	Thunder	3591	3591
Sahagin Prince	204	24	20	101	Thunder	882	822
Sea Scorpion	148	35	18	85	Thunder	300	639
Sea Snake	224	35	12	116	Thunder	600	957
Sea Troll	216	40	20	110	Thunder	852	852
Water Naga	356	9	8	116	Thunder	2355	2355
White Shark	344	50	8	170	Thunder	600	2361

R4

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Air Elemental	358	53	4	130	-	807	1614
Doom Knight	190	55	32	173	-	3000	2700
Dragon Zombie	268	56	30	135	Fire, Dia	999	2331
Iron Golem	304	93	100	143	-	3000	6717
Mindflayer	112	1	12	187	-	999	822
Nightmare	200	30	24	100	Ice	700	1272
Purple Worm	448	65	10	200	Ice	1000	4344
Stone Golem	200	70	16	110	-	1000	2385
Vampire	156	76	24	75	Fire, Dia	2000	1200
Vampire Lord	300	90	28	84	Fire, Dia	3000	2385

Each underground floor features enemies from one of the four Fiends'
dungeons, with an enhanced version of that Fiend as the boss.

B1 has the Clay Golem, Stone Golem, and the Earth Elemental. Earth Elementals are vulnerable to Fire, but the Golems are only vulnerable to physical attacks. The rock theme is continued by the Earth Medusa and Basilisk, both of whom can petrify party members with their Gaze. If you have lots of Ribbons, these foes should no longer pose a real threat.

B2 is home to the Fire Gigas, Fire Lizard, Lava Worm, Fire Elementals, and Red Dragon. All but the rare Red Dragons are vulnerable to Ice (go Black Robe!), making this one of the easier floors to get through. Consider equipping a second-tier fighter with the Ice Brand, but switch back before fighting the boss.

Each enemy in B3 comes straight from the Sunken Shrine, but they're not so tough now that you have a few levels under your belt. Everything except the Water Elementals are vulnerable to Lightning (it's weak against Ice), so have your Wizards use Gauntlets and Thor's Hammer on every turn. Remember to take out White Sharks and Sahagin Princes quickly, as they're still the strongest foes in the sea.

The Flying Fortress foes that have made the journey to B4 are as strong as ever and appear in much larger groups. Outside of the Vampires and Dragon Zombies, nothing here has a significant magical weakness, so new foes like Doom Knights and Iron Golems must be dealt with using physical attacks. The Air Elementals are probably the most dangerous foes, so have Wizards use heal items every turn to keep HP up.





The Final Battle Draws Near

The game's last dungeon was also its first: the Chaos Shrine, northwest of Cornelia. Now that all four crystals have been activated, the large crystal in the center of Garland's room leads to a different area and a different time.

..But First, Excalibur!

First, go visit the Dwarves and have them forge the Adamantite into the powerful Excalibur for your Knight, if you didn't do so before facing Tiamat. Next, purchase any items and spells you couldn't afford earlier and pick up 99 Ethers for the trials ahead. If your spell casters are about to level up, pay a quick visit to the Lufenia area and get those new spells before you enter.

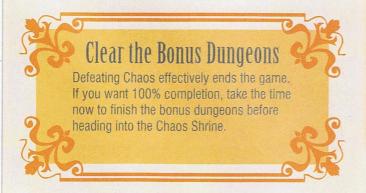


Forward Into the Past

Preparation is important here because a long and grueling dungeon lies ahead—2,000 years in the past! Enter the final dungeon by approaching and talking to the Black Crystal in the Chaos Shrine. Use the four crystals to open the portal to the past and step forward. You can return



to the present by entering the black portal that marks the ground where you arrive in the ancient Chaos Shrine, or with the spells Teleport (if you're still on the first floor) or Exit (if you've ventured farther).



Chaos Shrine, 1F & 2F

There are staircases in the four corners of this room, but you can only get to the ones in the southwest and southeast. The southwest staircase leads to a dead end, so that makes the choice pretty easy. The southeast staircase leads to a small area of 2F. Walk a few steps to the east and take another staircase up to 3F.

Healing for Free!

To save MP (and Ethers), resist the urge to cast Healaga and Curaja when the going gets tough. When fighting a large group of fairly weak enemies, defeat all of them except one. Have three of your four characters use the Healing Staff and Healing Helms every turn and make your fourth character defend. Unless the enemy is a White Dragon or something else, it can't possibly hurt everyone faster than they're being healed.



Chaos Shrine, 3F

Head south past the second room, then turn to the east and follow the pillars when they turn north to the central room's door. Just beyond the door is the Temple's first encounter point, a Death Eye. This foe is vulnerable to Dia and Fire spells and only has 360 HP. Its Gaze attacks can be fatal, so equip everyone with a Ribbon or Protect Ring before entering the room.



e 6

The Lute Opens the Path

The two chests here contain **Dry Ether** and an **Elixir**. Loot the chests and play the Lute provided earlier by the Princess. Playing the Lute reveals a ladder.

That ladder leads to the small room in the middle of 2F. Follow the path to the south, then west, then north to reach a new staircase. This staircase goes back to 1F and another short hike from the northeast corner to the northwest corner. This is where you'll find the stairs to the basement.

Walk all the way around this map (from the southwest corner, to the northwest corner, to the northeast corner, to the southeast corner) until a powerful Lich pops up looking for revenge. Save your game and heal to max HP before sending the party to the staircase guarded by Lich.





A Second Local March Land

Lich has 2800 HP, so your spell-enhanced offensive line can take him down after only a few turns. Unfortunately, he tends to cast Flare on the first turn, so be ready to

heal immediately. Don't burn through your stockpile of MP or Ethers just yet, as there's still a long way to go!

One Final Warning

The bosses are on encounter points, so if you use Exi or even just back up and head for the stairs a second time, expect to fight them again!

Chaos Shrine, B2

There are only seven item chests in this dungeon and this floor has four of them. They contain a Protect Ring, Protect Cloak, Sasuke's Blade, and a Megalixir.

From the entrance, head west to get out into the open, then proceed north to find a door. Next, head east and then south to reach another door. This part of B2 is completely symmetrical; the stairs are right where they were on the left side.

If you want the items, stay away from the staircase where Marilith awaits. Instead, go south through the break in the wall. The Protect Ring and Sasuke's Blade are just through the door to the west, the Protect Cloak is through the door to the east, while the Megalixir is down a hallway to the east.



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MARILITH

Marilith's new tricks are Firaga and Death, so equip Protect Rings and have a White or Red Wizard cast NulBlaze during the first turn. Confuse doesn't work on Marilith this

HP	ATK	DEF	MDEF
3200	60	80	183
GIL	4	Name !	-}-
EXP	1		
2000	Î		
WEAK	16		
_			

time, so have the offensive line pull the typical Haste/Saber combo and start swinging.

Chaos Shrine, B3

If you want to skip most of this featureless level, head into the floor's west wing and go south as far as possible. Exit into the south-central courtyard and pass through a nearby door to the north. From there, go one room to the east (look for the gravestones) and then go south to the bottom edge of the map. Finally, head east to the staircase where Kraken awaits.

KRAKEN

Kraken has managed to shake his weakness against Lightning, so magic is no longer effective. He can cast a few weak spells (such as Thundara), but the real threat is his physical attacks.

	ATK	DEF	MDEF
3600 GIL	60	80	200
EXP	6	To	3
2000 WEAK			

physical attacks. Use the White Robe and follow it up with Protera. As always, it is up to the offensive line to cut through Kraken's HP.

Chaos Shrine, B4

This level poses an interesting dilemma: head directly to Tiamat and the stairway down to the final level, or take the long detour that leads to the Masamune, a very powerful weapon.

The quickest way to reach the Masamune is the simplest. Follow the west wall south, then east, and it eventually leads right to it. Any class can use the Masamune, so it's ideal for second-tier fighters like the Ninja (after all, the Knight should have Excalibur), or give it to a White Mage for some added physical damage and healing support!



Return to the starting area, but heal your party before crossing the thin bridge that links the northwest and northeast corners of this map. It's there that Tiamat has laid her ambush, not by the staircase!

TAMAT

Prepare well and don't be afraid to use a few high-level spells. Tiamat's attacks are primarily magical, so a NulAll spell cast on the healer should ensure the party's survival if



things go wrong. Tiamat doesn't use any one elemental type exclusively, but Thunder is still the most common, so a NulShock won't hurt. Tiamat is no longer vulnerable to Stone, so beef up your party's fighters with Haste/Saber.



Chaos Shrine, B5

There are no encounters on this floor, so check to see if any characters are close to leveling up. If so, fight a few foes in B4 (don't bother with Tiamat again because the EXP she gives isn't worth the risk) so everyone is at their best for the boss. Save the game and prepare for the original game's final battle.



weakness, so any magic cast on him is a wasted effort. Sure, you can get a few points through with Flare or Holy, but there are better things you can do with your MP.

Cast Protera, NulBlaze, NulShock, and NulFrost as quickly as possible. Cast NulAll first on the designated healer and, if you have the luxury of time, cast it on everyone else. Have your Black Wizards cast Haste on the offensive line. Have each attacker use the Giant's Gloves, then begin their relentless assault. Don't worry about sparing the use of any items (specifically Megalixirs) for this fight.

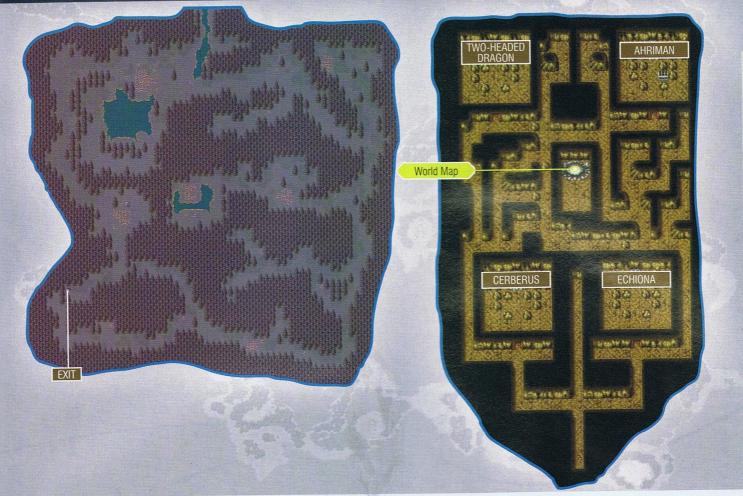
Save your game after the credits roll. Having a game cleared save game gives you the opportunity to start a New Game with the bestiary already started. It also provides a new selection at the game's main menu.



FARTHHIPT SHRINE



110



3	E GRANGING	ошн	ופּרפוו	IDUUT.	maro-			
	NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
	Abyss Worm	2500	95	30	200	-	1500	4000
Maraona A	Black Goblin	50	10	4	16		300	200
-	Catoblepas	200	30	20	100		800	1500
Non-demonstration	Desertpede	120	35	15	85		100	250
- Annabatorio	Gloom Widow	71	8	20	40		520	140
	Skuldier	120	25	6	42	Fire, Dia	80	133
	Wild Nakk	80	15	20	30		60	240

इत्योगाधि श्रीमीय जिल्लामि



The Earthgift Shrine has five randomly encountered levels and four new bosses. Once the party takes its first step into the shrine's entrance, you must defeat a boss or perish in battle to exit. The bosses are approximately equal in strength compared to the second wave of fiends from the Temple of Chaos.



Each trip through the dungeon yields a single boss battle—the doors lock behind the party after defeating a boss—so keep track of which ones you have already defeated. The good news is almost all of the chests respawn (with different items!) for each trip through the bonus dungeons, so each trip should provide new rewards.

Most of the encounters in the Earthgift Shrine are random encounters, except on the purple forest level. On that level, interacting with the enemies



on the map triggers a fight. Some of these enemies move, but you must defeat the stationary enemies to reach the exit. The fifth—and final—floor contains all four bosses.

4500

0

EXP

0

WEAK

who can inflict big melee damage. The 2-Headed Dragon drops a unique item, the **Bard's Tunic**.

CERBERUS

Cerberus has the lowest Attack value of the four bosses inside Earthgift Shrine, but makes up for it by using spells that damage the entire party. To counteract this, use

HP ATK DEF MDEF
4000 40 50 60
GIL
0
EXP
0
WEAK

the spells and items that heal the entire party at the same time each turn.

AHRIMAN

Ahriman doesn't bring any new tricks to the table (stick with Saber— via the Giant's Gloves—and Haste), but it does have a slightly higher Magic Defense than the other bosses.

HP ATK DEF MDEF 5000 60 50 100 GIL 0 EXP 0 WEAK -

HP ATK DEF MDEF

50

60

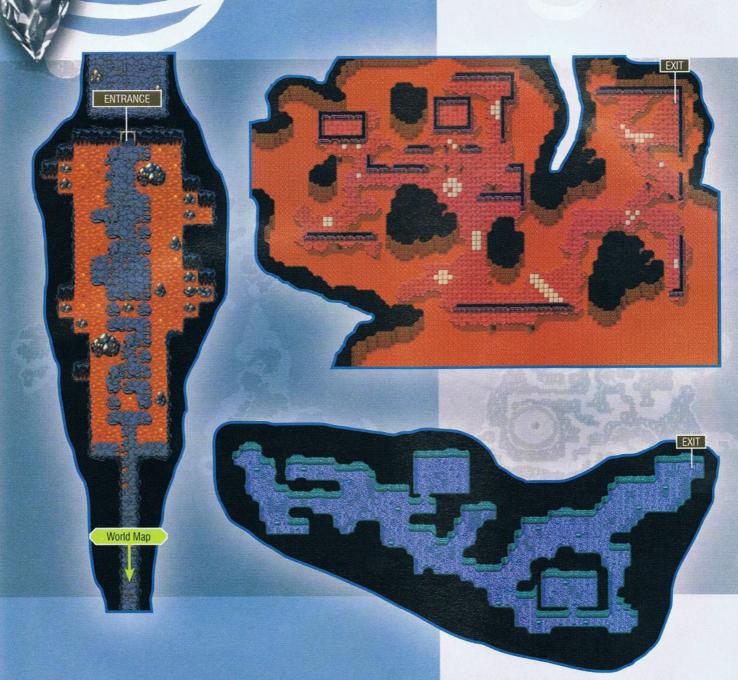
Ahriman likes to use Cura to extend the battle. After defeating Ahriman, loot the chest in the room before heading to the exit.

ECHIDNA

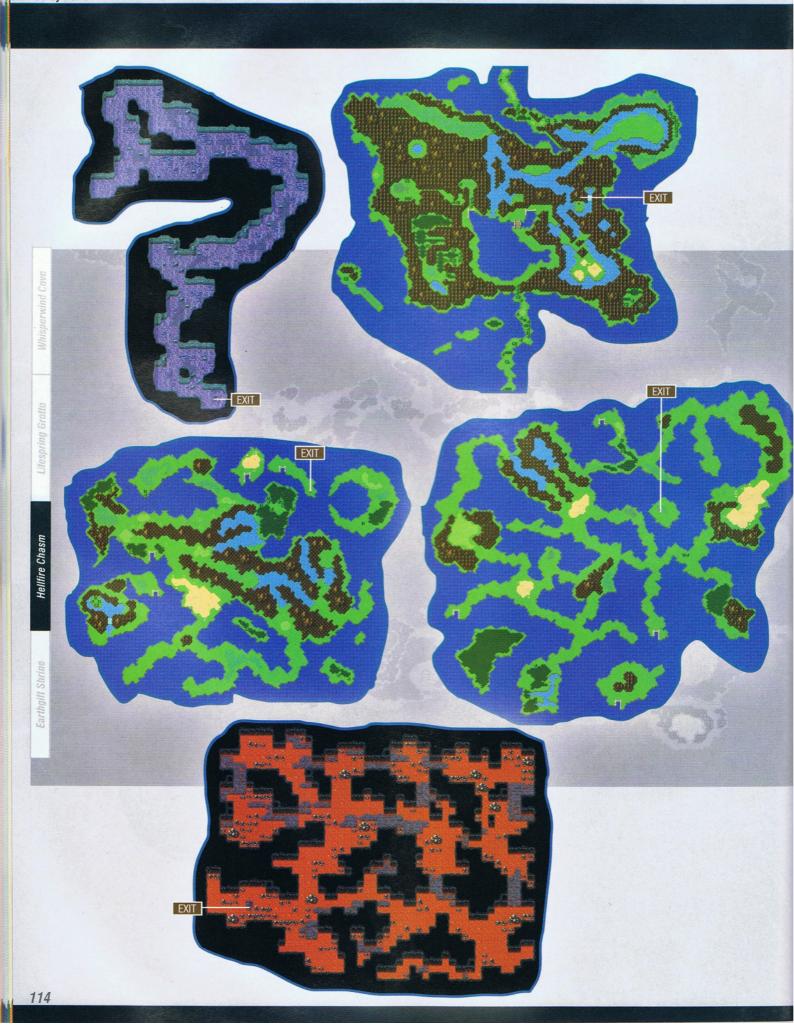
Echidna likes to unleash instant kill spells at the party, so expect to see Earthquake and Death mixed with Flare during this battle. Don't let the boss's spellcasting

HP ATK DEF MDEF
4800 50 50 70
GIL
0
EXP
0
WEAK
-

alter your battle plan; continue using Saber and Haste to achieve victory.

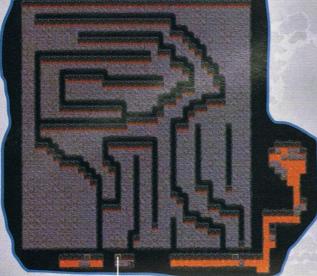


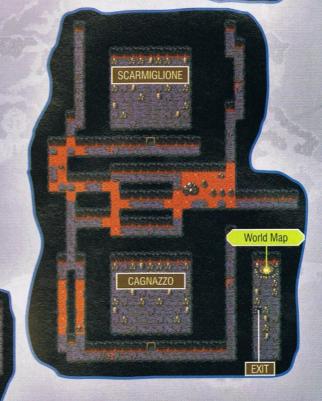
HARRIE CHASM













NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Goblin	50	10	4	16		300	200
Blue Troll	132	20	20	85	Fire	300	340
Catoblepas	200	30	20	100	-	800	1500
Dark Elemental	200	66	20	120	-	780	1500
Death Elemental	160	35	4	120	-	800	753
Devil Hound	150	22	8	76	-	150	300
Elm Gigas	250	40	15	120		850	850
Gloom Widow	71	8	20	40	- 1	520	140
Hundlegs	235	40	20	120		200	1000
Poison Naga	232	6	8	120		960	960
Python	85	22	15	50	-	150	200
Sahagin Queen	100	30	15	80	Lightning	500	500
Silver Dragon	200	53	10	180		2000	1800
Wild Nakk	80	15	20	30	-	60	240
Yellow Ogre	150	25	15	60		250	300

Plan on taking two trips through the 10 random levels of Hellfire Chasm. Two maps contain two boss encounters (always Level 5 and Level 10). Each time you can choose to face one boss on each map. There are multiple instances of molten floors that damage the party while they are submerged.

On the rocky maps with no lava, each step on the glinting parts of the floor produces an enemy encounter. Unless you're hunting for levels or gil, avoid these areas!



The World in Triplicate

At some point during a trip into Hellfire Chasm, the party appears on one of three different maps that resemble the game's World Map. The key to advancing past these maps is to discover the location of the Airship and use it to reach the exit. Don't hurry to the next level until you've scoured the area for treasure chests.



Thule: Not all places can be reached by boat.

CAGNAZZO

Cagnazzo is a glass cannon with low defense but powerful spells that can take out party members in a hurry. Exploit his low defense and pound him with Saber- and Haste-enhanced melee attacks. Don't give him too many opportunities to unleash Tsunami!



BARBARICCIA

Barbariccia's bread and butter abilities, Ray and Cyclone, strike the entire party each turn, so dedicate the White Wizard to using a Heal spell while everyone else chips

HP 12,954	ATK 88	DEF 10	MDEF 190
GIL 0			1
EXP 0	4	7	
WEAK		É	

away at Barbariccia's health. She drops Braveheart, a sword that casts Confuse.

UBICANT

Rubicante's spell selection is a dazzling array of Fire spells: Fira, Firaga, and Scorch. Cast NulFire early in the battle to help reduce the damage the party takes from these

HP	ATK	DEF	MDEF
15,000	88	40	220
GIL		3	LA
0			
EXP		9	
0	3		
WEAK			N.
-			

spells. Oddly, Rubicante is not vulnerable to Ice, so rely on powerful melee attacks to slay this adversary and claim his treasure, Kikuichimonji.

SCARMIGLIONE

This is a two-stage battle. The intial Scarmiglione uses Thunder, but has few HP and should drop with ease. The resurrected Scarmiglione retains the typical undead weaknesses to Fire and Dia. With pitiful defensive scores in both forms, hack away with melee attacks and watch out for Thunder (first form) and Poison Gas (second form) and this battle should be brief.

		RECEIPTON PROPERTY.
HP	ATK	DEF
4000	19	10
MDEF	GIL	EXP
140	0	0
	WEAK	
	_	
		-77
	- BE-76	
	The state of the s	
		4
HP	ATK	DEF
7046	46	20
NEWSCHOOL STANSON OF THE PERSON OF THE PERSO	ESPECIAL FORESTING PERSONS	STATE OF STREET STATE OF STREET
7046	46	20
7046 MDEF	46 GIL 0	20 EXP
7046 MDEF	46 GIL 0 WEAK	20 EXP
7046 MDEF	46 GIL 0	20 EXP
7046 MDEF	46 GIL 0 WEAK	20 EXP

& Equipment

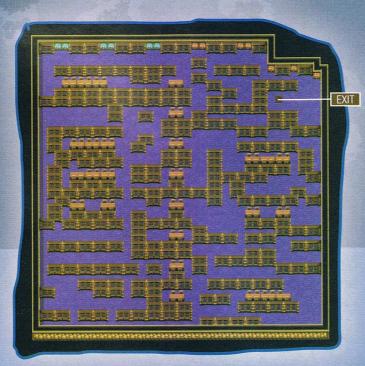
The Magic System

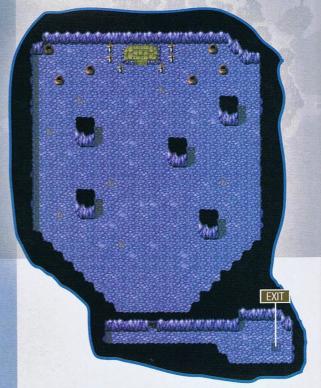
Lifespring Grotto

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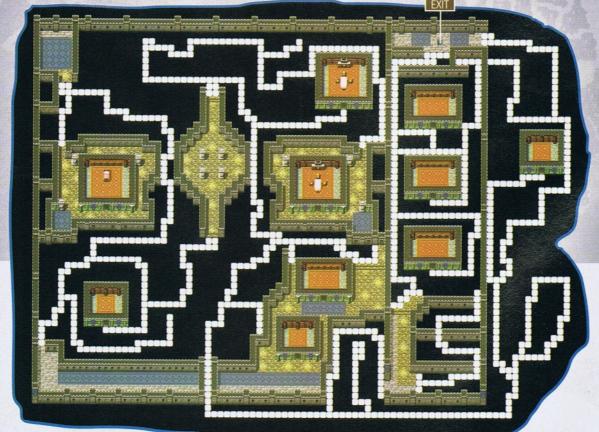












Game Basics

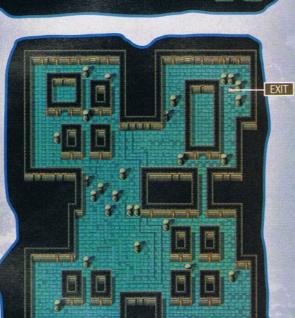
The Magic System I Items & Equipment | Character Classes

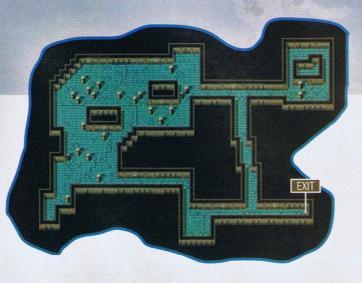
Walkthrough

Bonus Dungeons

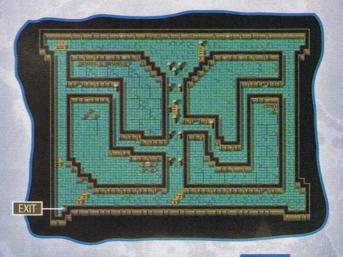
Whisperwind Cove



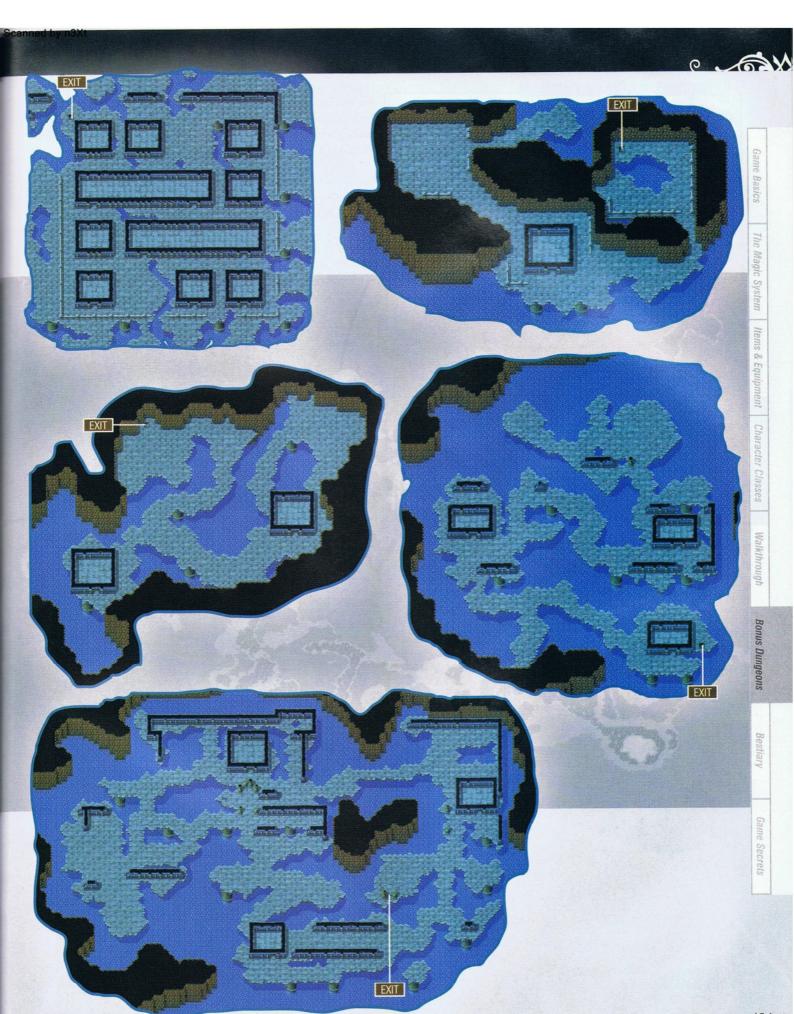












Lifespring Grotto

NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXP
Black Dragon	1600	95	30	200		4000	3000
Black Goblin	50	10	4	16		300	200
Blue Dragon	454	92	20	200		2000	3274
Blue Troll	132	10	20	85	Fire	300	340
Dark Elemental	200	66	20	120	-	780	1500
Dark Eye	450	45	20	156	Lightning	2000	555
Death Elemental	160	35	4	120	-	800	753
Death Manticore	243	22	12	90	Ī	1200	800
Desertpede	120	35	15	85		100	250
Dragon Zombie	268	56	30	135	Fire,Dia	999	2331
Elm Gigas	250	40	15	120		850	850
Gloom Widow	71	8	20	40	-	520	140
Green Dragon	352	72	16	200	Ice	5000	4068
Holy Dragon	1374	100	50	200		5055	5505
Killer Shark	1200	60	20	120	Lightning	700	2500
Python	85	22	15	50	- 5	150	200
Red Dragon	248	75	30	200	Ice, Stone, Poison	4000	2904
Revenant	68	20	15	45	Fire, Dia	250	250
Sahagin Queen	100	30	15	80	Lightning	500	500
Silver Dragon	200	53	10	180	-	2000	1800
Skuldier	120	25	6	42	Fire, Dia	80	133
White Dragon	200	53	8	196	Fire, Lightning	2000	1701
Wild Nakk	80	15	20	30	-	60	240
Yellow Dragon	500	50	16	200		3000	2400

The entrance to Lifespring Grotto is a whirlpool near the canal created by the dwarves. The only way to enter this area is to use the ship. One of the random levels requires the use of the Canoe; in fact, the party spends the entire level paddling around in the Canoe! Another map's floor is covered with ice shards, which deal damage to the party with every step.

Two of this game's most powerful bosses—Omega and Shinryu—are at the end of Lifespring Grotto. You can only fight one of them per trip (they're on the same level), so plan on at least two visits to Lifespring Grotto. Before embarking on a trip, pick up Tonics from the Desert Caravan to use during the battles and load up on Ethers so the party is at full HP and MP before either encounter.





Dark Bahamut's Dragon Challenge

When you encounter Dark Bahamut, he issues a challenge: defeat a specific number of dragons to pass his trial. You will have fought most of the dragons at this point in the game. The Holy Dragon is the most powerful foe, so don't take it lightly.





A Dance with Density

While there are five total maps filled with dancers in Lifespring Grotto, you will only see three of them during a visit. The first map is static, but there are two choices for the next two locations.

The challenge is moving through the throngs of dancers. Just move in the same direction as the dancers and try to pick up any random chests that appear before moving to the next map.



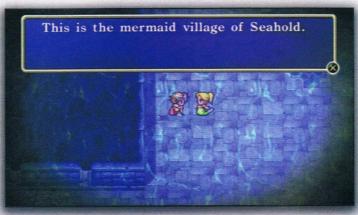








The fifth basement of Lifespring Grotto is always the village of Seahold. Speak with the mermaids to determine the location of Gilgamesh. He appears in one of three locations (see map callouts).



GILGAMESH

Gilgamesh has a few tricks up his sleeve, including Protect, Wind Slash, and Excalipur. However, his fast melee attacks can bring down a single character in a flash.

HP	ATK	DEF	MDEF	2
8888	70	50	220	h
GIL	40	1	A	Ŕ
0 EXP	7			Ŕ
0	78			B
WEAK		3/45	11/	R
	1			Б

Use Invisira and Protera to mitigate the damage, then take him down with powerful melee attacks. Gilgamesh drops **Genji Gloves** after the fight.

The Path Vanishes!



This map consists of a giant castle with rooms that are connected by a fading walkway. Many paths lead nowhere, so study the map to determine which side paths you should avoid.

ATOMOS

B10 means an encounter with Atomos, who holds one of the best items in the game—the **Judgment Staff**. Atomos is a formidable opponent who uses Firaga



and Comet to damage the entire party, or Wormhole to knock out one character instantly! Use Saber and Haste early in the fight, then dedicate one character to healing the entire party each turn with either spells or items.

Lifespring Grotto Boss Encounters

Before fighting the enemies on B20, Omega and Shinryu, make sure your party is at least level 50 (assuming the party includes a White Wizard). Even at level 50, you should save your progress before fighting either foe.

If your party isn't level 50 (if you have a party without a White Wizard, then wait at least 10 more levels and pick up the Sage Staff from Orthos in Whisperwind Cove), then return to the surface through the warp points on B5 or B10 after defeating Gilgamesh or Atomos.

OMEGA

Settle in for a long fight because Omega's defense is incredible. Protera and Invisira help against Omega's single-target blasts, but there's no real defense against Wave Cannon. Use Healaga every turn if it's available (use the Rune Staff if Healaga isn't an



option), and feel free to burn a Megalixir if things get tense. Lightning-based spells inflict decent damage, and let your Knights use some enhanced melee attacks. Until your characters reach level 80 or so, this battle will be a grind. Be patient and you will claim Mursame at the end of the fight.

SHINRYU

Use Protera immediately and consider multiple applications of Invisira to counteract Shinryu's unbelievable 220 attack power. Fortunately,



Shinryu's physical defense is relatively low, so pass around Haste and Giant's Gloves to the melee-based characters in the party. You may want to use two characters to attack while the other two heal every turn. Just as with Omega, defeating Shinryu won't happen quickly so don't give up if the fight continues to drag on. Keep in mind that the prize at the end is the mighty sword **Ragnarok**!

WHISPERWIND COVE

ne Basics

The Magic Syste

Items & Equipme

Character Classes

Walkthrough

Bonus Dungeons

Bestiary

dame secrets





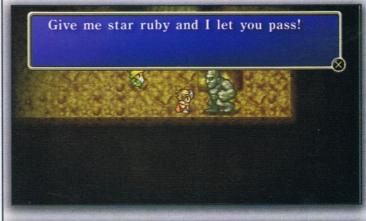
97	us	ATV	DEE	MDEE	MEN	OII	FVI
NAME	HP	ATK	DEF	MDEF	WEAK	GIL	EXI
Black Dragon	1600	95	30	200	NS CONTRACT	4000	300
Black Goblin	50	10	4	16	170	300	200
Blood Tiger	213	22	16	90		100	300
Bloody Eye	720	100	80	160	Ciro Dia	800	500
Bonesnatch	500	45 30	12 20	100	Fire, Dia	800	150
Catoblepas	200	66	20	120		780	150
Dark Elemental	200			50	THE RESERVE	75	300
Dark Wolf	360	30	25	***********	But al		753
Death Elemental	160	35	4	120		800	
Death Manticore	243	22	12	90		1200	800
Desertpede	120	35	15	85	-	100	250
Devil Wizard	700	50	50	180		3800	380
Duel Knight	520	60	50	140	-	4300	120
Earth Plant	675	35	60	170		300	444
Earth Troll	566	50	45	100	Fire	542	120
Elm Gigas	250	40	15	120		850	850
Flare Gigas	1050	80	30	150		2000	200
Flood Gigas	400	45	10	50		1500	300
Gloom Widow	71	8	20	40		520	141
Hundlegs	235	40	20	120		200	100
Knocker	450	40	40	23		500	500
Mad Ogre	1000	75	40	50		1000	100
Mage Chimera	600	55	30	150	Ice	4500	500
Mythril Golem	848	84	160	170		6000	600
Pharaoh	1220	75	44	92	Fire, Dia	1542	154
Poison Eagle	200	30	5	52	-	555	50
Prototype	1500	85	45	150	Lightning	1000	200
Python	85	22	15	50		150	20
Reaper	350	90	20	200	Fire, Dia	1000	100
Red Flan	390	50	255	80	Fire, Ice	500	111
Revenant	68	20	15	45	Fire, Dia	250	25
Rock Gargoyle	337	30	72	130		50	12
Sekhret	1400	110	25	116	-	1300	130
Skuldier	120	25	6	42	Fire, Dia	80	13
Squidraken	480	40	32	160	-	888	88
Undergrounder	690	75	50	190	-	1300	250
Unicorn	150	20	8	80	Ice	300	50
Vampire	280	76	26	75	Fire, Dia	2000	120
Wild Nakk	80	15	20	30	-	60	24
Yamatano Orochi	1068	50	42	180	-	800	405
Yellow Dragon	500	50	16	200	-	3000	240
Yellow Ogre	150	25	15	60		250	30

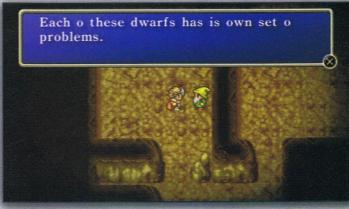


The good news about Whisperwind Cove is that, unlike the other bonus dungeons, you can face all four bosses during a single trip. The bad news is that Whisperwind Cove contains 40 levels! The levels are encountered randomly, save the final level that always contains the encounter with Death Gaze.

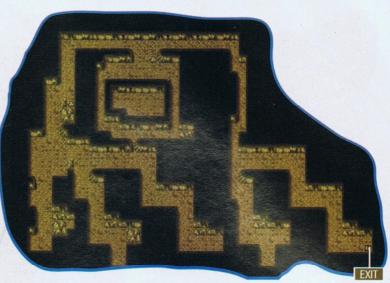
Dwarven Barter System

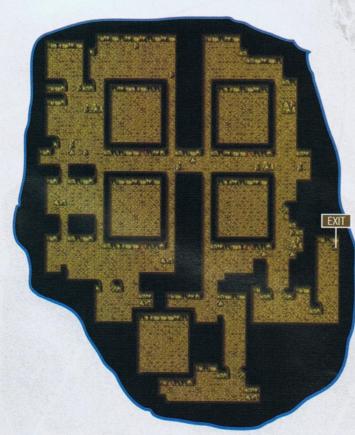
To continue past this level, you must obtain a star ruby and give it to the giant blocking the path. To accomplish this task, speak with the dwarves around the level and make note of which item each one desires. One dwarf has the item that starts the chain of events (it's randomly determined), so when you have that it's a matter of speaking with the next dwarf in the chain to advance. The final dwarf hands over the star ruby.

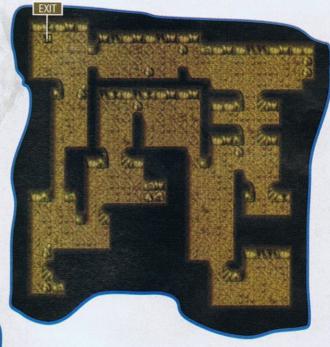










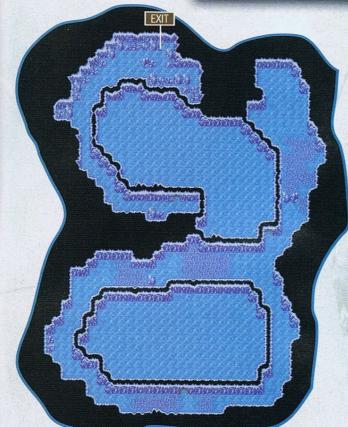


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Beaver Herder

Speak with the lone man amongst the throng of giant beavers. He asks for a certain number of beavers to be moved to each side of the room. Upon doing this, he opens the portal to the next map.











130

Hotfoot

These two maps are almost entirely covered with lava. To restore the party's HP, walk around the stony areas to start a battle and use the Healing Staff and Healing Helm to conserve MP. Of course, with enough Ethers in your inventory, MP conservation isn't as much of a priority.





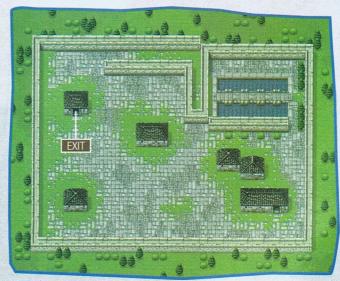


Shopping Destinations

There are two maps that offer both shops and Inns to restore the party's HP and MP. The Inns are pricey at 1000 gil, but gil is likely not a concern at this point. There are items for sale in these towns that are otherwise typically difficult to obtain or are available one time only in a chest or from defeating a boss. The mages have a static inventory, offering all levels of both types of magic as well as item, weapon, and armor shops.







Blue Curtain

Lunar Curtain

Mage Town Shop Data Weapon Shop Armor Shop DEF COST EVA WGT CLASS ACC CLASS Item Item COST ATK White Robe 2 -2 Wizard's Staff 25,000 gil +24 50,000 gil +15 +15 Thor's 2 -2 40,000 gil +18 +15 Black Robe 25,000 gil +24 Hammer Protect Cloak 20,000 gil 2 -2 +8 Healing Staff 25,000 gil +6 16,000 gil Mage's Staff +12 +10 Protect Ring +8 1 -1 25,000 gil Gauntlets 15,000 gil +6 Light Axe 10,000 gil +28 +15 Item Shop COST ITEM Light Curtain 1000 gil 300 gil Red Curtain White Curtain 300 gil

Floors B11-B19

COST

Item

Turbo Ether

300 gil

500 gil

Whisperwind Gove Town Shop Data Item Shop Floors Bil-B9 DEF EVA WT CLASS Item COST 150 Hi-Potion Protect Drink 1000 +20 -3 Bard's Tunic 67,300 CLASS ATK ACC Item COST Gladius 73,900 +23 +30 **Duel Rapier** +30 75,900 +27 Floors B21-B29 DEF EVA WT CLASS COST Item Remedy 1500 Kenpogi 61,200 +28 -1 Zephyr Cape 51,000 +4 +9 Wizard's Hat 46,600 +4 ATK ACC CLASS COST Item

ומוטט בעווטו	300							
Phoenix Down	500							
Sage's Surplice	70,000	+25	-2	2	为对对发展政			
Item	COST	ATK	A	CC	CLASS			
Viking Axe	43,300	+25	+	10	为为为为为为			
Mage Masher	69,700	+20	+	30	为为为为为发			
Floors B&1-B&9								
Item	COST	DEF	EVA	WT	CLASS			
Item Hermes' Shoes	COST 6500	DEF	EVA	WT	CLASS			
Hermes'		DEF +9	EVA 0	WT	CLASS TO THE SECOND SEC			
Hermes' Shoes	6500			11545				
Hermes' Shoes Elven Cloak	6500 55,800	+9	0 -1	1				
Hermes' Shoes Elven Cloak Sage's Mitre	6500 55,800 45,200	+9	0 -1 A(1	为为为为为为 为为为为为为			

DEF EVA WT CLASS

Kotetsu

55,900

+22

+20

Faerie Town

The town is full of faeries. Some of them are helpful (restoring the party's HP and MP), while others drain the party's MP entirely and leave everyone's

HP at 1! If the entire party is close enough to full health (there are still random encounters on this map), then don't speak to any of the faeries except the one nearest the exit, who opens the path to the stairs.



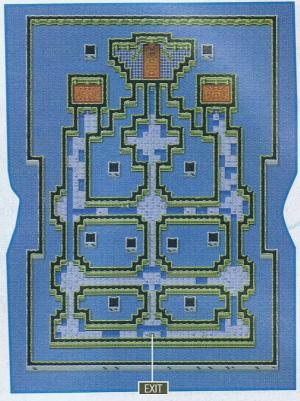
Spare Parts



Speak with the lone functioning robot (the silver one), then search through the pieces scattered around the area until two parts (the parts and their locations are random) are discovered. Return to the original robot, who reveals the exit from this map.









New Place, Old Enemies

Speak with the creatures wandering around to start a fight. These fights are manageable at this point in the game, but you must clear out the inhabitants to open the stairway.



Hide-and-Seek

When you encounter a child who is playing hide-and-seek, you must help find the final kid who is proving elusive. This red-headed master of hiding is in the center of town in one of three locations. Use the information on where the various doors lead to find the rascal, then return to the first child who reveals the way to the exit.





WARP BY NUMBER						
1 → 20	8 → 7	15 → 21				
2 → 14	9 → 5	16 → 19				
3 → 11	10 → 20	17 → 20				
4 → 15	11 → 1	18 → 12				
5 → 9	12 → 3	19 → 4				
6 → 15	13 → 16	20 → 10				
7 → 8	14 → 6	21 → 13				





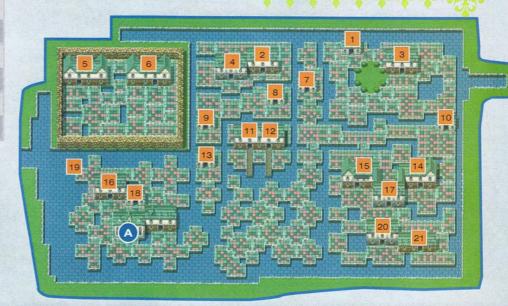
TYPHON

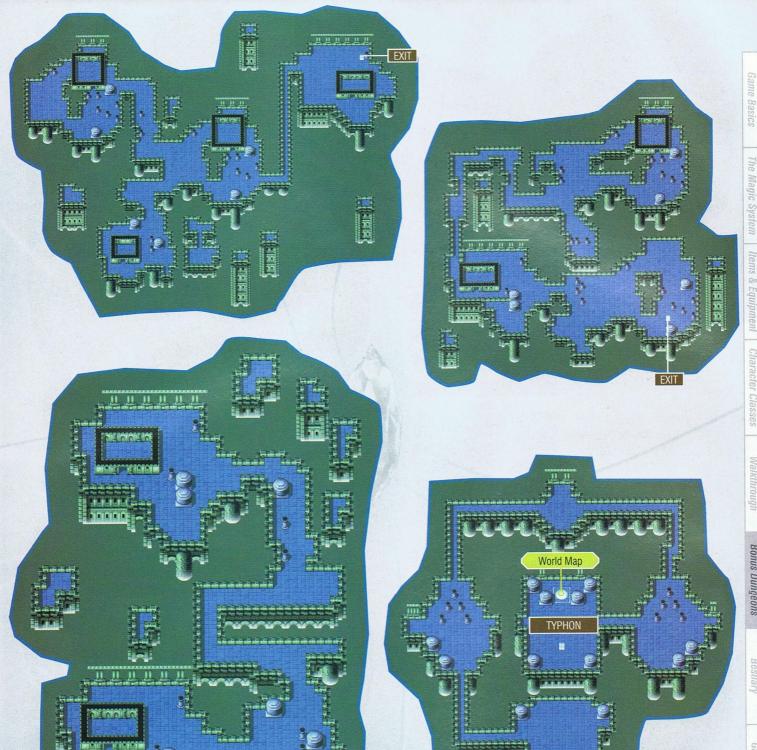
Typhon's vulnerability to Ice opens up opportunities for Black and Red Wizards, but don't deviate from the enhanced melee attacking that works so well against every

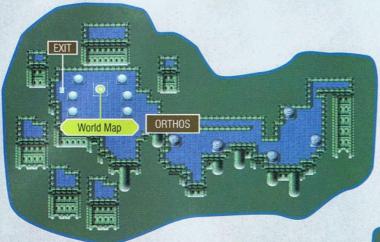
HP ATK DEF MDEF 10,000 70 100 190

GIL 0 EXP 0 WEAK Ice

boss. The reward for defeating Typhon is the **Genji Helm**.







ORTHROS

17,000

Don't bother with any magical attacks against Orthros. With a 40 Defense, he's not the easiest target for melee attacks. He uses lnk during battle, but most parties should already be safe from status effects. The **Rune Staff**

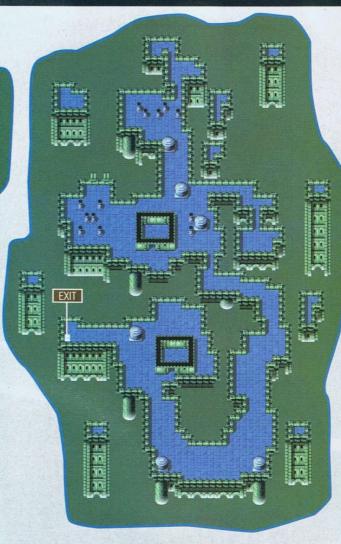
180 0 0

WEAK

Fire, Lightning

40



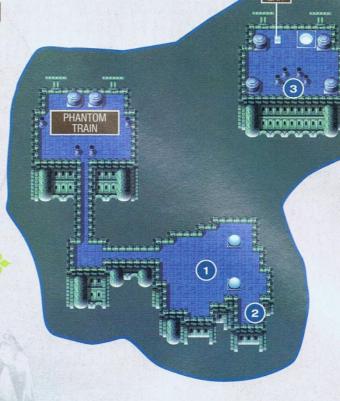


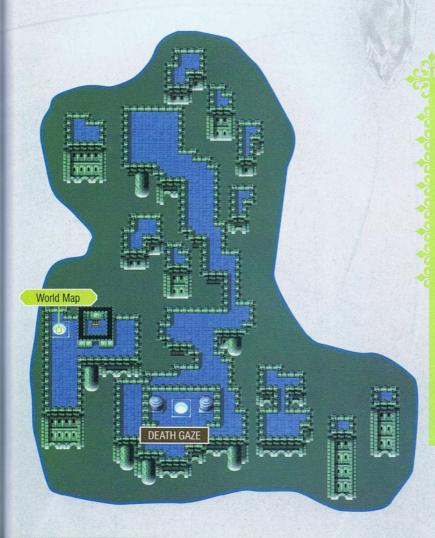


HANTON

Phantom Train hits hard, so open up with Invisira and Protera to minimize the damage dealt to the party. Keep everyone's health up and watch out for the boss's Acid Rain ability.

HP	ATK	DEF	
9999	200	80	
MDEF	GIL	EXP	
180	0	0	
WEAK			
Fire, Dia			





GAZE

Death Gaze uses a variety of painful spells, including Death and Kill. Protect Rings and other similar pieces of equipment go a long way in this fight. If your inventory includes any Tonics, then use them. Any extra HP, attack, or agility is a welcome



addition. Defeat Death Gaze to pick up the **Lightbringer** (Death Gaze drops it) and **Ultima Weapon** from the chest near the warp point that leads back to the surface world.

BYRINIHOF TIME

The Labyrinth of Time is comprised of 30 floors filled with challenging puzzles, capped off with an intense boss battle. In any given run through the Labyrinth of Time, you must clear seven to 10 floors (the party always starts in a Modern Maze). In addition, the boss at the end changes depending on your performance in solving the puzzles. The Save feature is disabled in the Labyrinth of Time, as are any spells and items that transport the party out of the dungeon.

To gain access to the Labyrinth of Time, you must have completed the main story up to the point where you're ready to go back in time to fight Chaos. Talk to the cloaked figure in Cornelia, and it will leave town through the south exit. Next, follow the cloaked figure to the back of the Chaos Shrine and examine the miasma emanating from the back wall to open a doorway. Walk into the column of light after listening to what the cloaked figure has to say.

Each level within the labyrinth begins with the Light of Time providing a list of abilities to sacrifice and the amount of time gained through the sacrifice. If you are so inclined, you may choose to sacrifice fewer abilities than the number given



and have less time to complete a floor. Each floor is then activated by examining the stone tablet located somewhere on that floor. It's usually near the entrance, but not always, so look carefully. Time will continue to count down even while you're looking for the tablet, so find it as quickly as possible.

Enemy Encounters The enemies that patrol the Labyrinth of Time are the same ones you've encountered throughout the bonus dungeons. The only new enemy is Chronodia, who awaits in the Space in Time.

Complete the level's challenge with time remaining to break the blue seal. It's still possible to complete the floor's challenge after time expires, but the party loses HP and MP for every second after and enemy encounters occur more often. Completing a challenge after time has expired breaks the red seal.



blue seals is a requirement for unlocking the

Abilities for Time

Intelligence halved

The following is the complete list of abilities that may be sacrificed.

No Fight command On the Battle screen, Fight is unavailable as a

	course of action.
No Magic command No White Magic command No Black Magic command	Only one of the No Magic/White Magic/Black Magic options can be sacrificed at a time. Magic becomes unavailable as a choice on the dungeon map and the Battle screen if Magic is sacrificed. Sacrificing White or Black Magic leaves Magic as an option, but the spells of the selected color are grayed out.
No Item command No recovery items No attack items	Only one of the No Item/recovery items/attack items options can be sacrificed at a time. Sacrificing the Items command means no items are available for use. Recovery items are the items that restore health or remove status effects. Attack items are the items usable only in combat (such as Fangs). Equippable items that are used to produce an effect aren't part of either list, so you lose their use only if the Item command option is sacrificed.
No Flee command	The party cannot run from a battle once it begins.
No Dash ability	The party moves at a walking speed at all times.
Attack halved	Each character's Attack score is reduced.
Defense halved	Each character's Defense score is reduced.
Accuracy halved	Each character's Accuracy is reduced.
Evasion halved	Each character's Evasion is reduced.

Each character's Intelligence is reduced.

Breaking Blue Seals

If your goal is to complete the challenges within the time limit, then keep the following in mind:

- DON'T GIVE UP DASH: You're racing the clock; walking speed is not an option.
- DON'T GIVE UP FLEE AND DON'T STOP TO FIGHT: Battles
 waste time, so skip them when possible. Time continues to count down
 during battles.
- IF YOU DON'T NEED TO FIGHT, GIVE UP OFFENSE: If you
 need time, drop offensive (Attack, Accuracy, and Intelligence) stats. You
 can run away from fights, but characters might get KO'd in one shot if
 their Defense and Evasion are too low.
- SET THE CURSOR TO MEMORY: If you're forced to fight, save time by having your selections carry over between rounds.
- MAGIC IS EXPENDABLE WITH THE RIGHT ITEMS: With the Healing Staff and Healing Helms, Judgment Staff, Lightbringer and the like available, you don't need a Magic command.
- REVISIT THE LIGHT OF TIME AFTER TIME EXPIRES: Buy a
 bit more time by giving up additional abilities.



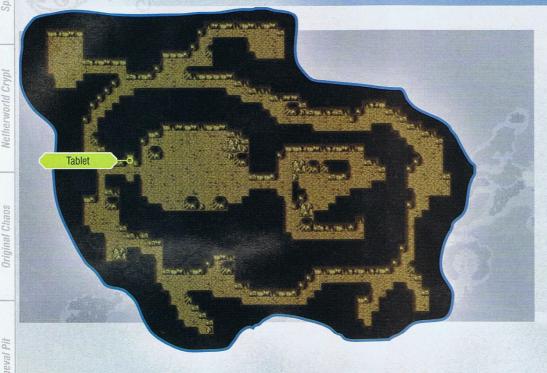
Inner Sanctum

An Inner Sanctum is a rest area that appears randomly during a trip through the Labyrinth of Time. The pots on the floor restore the party's HP and MP. The blue column of light leads to the next level, while the red column of light serves as an exit to the start of the Labyrinth. This is the only way to exit the Labyrinth (short of defeating the final boss) and save any progress you've made.



MODERN MAZE

1. Faerie's Frolic



SACRIFICE LIST— PICK 1

No Magic command

No Item command

No Flee command

Watch the first faerie's movement closely. You must find this specific faerie from a group of five based solely on how it moves. Picking the wrong faerie results in the quintent retreating, changing positions, and returning. You lose nothing for an incorrect selection except the time it takes for the faeries to shuffle around off-screen.



2. Faerie's Farce



SACRIFICE LIST— PICK 1

No Fight command

No Magic command

No Flee command

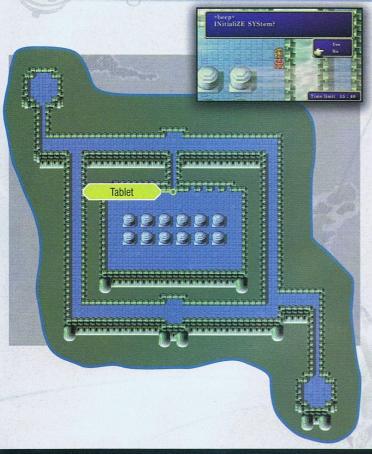
No Dash ability

There are nine chests but only one chest contains the key to break the seal. The seven faeries in this area provide hints; all but one of them are telling the truth.

The easiest way to discern the one not telling the truth is to speak with all the faeries. There should be at least one who contradicts what two others have said. Piece together the remaining clues, open the correct chest, and the party is ready to continue. If you select the wrong chest, the remaining time is cut in half.

Medieval Dungeon

3. Neat and Tidy



The goal is to push the stones into the open spots in the north wall. Any stone that is moved and touches a robot is destroyed. Speaking with a robot at any time resets the stones that have been destroyed. Stones that have been correctly placed will remain where they are.

You can complete this maze fairly quickly, so don't go overboard and drop abilities for the sake of time. Minimize the east and west movement of the stones while pushing them northward. Doing so means another stone will make a longer trip before being placed. Longer trips increase the chance of touching the wandering robots and a greater chance that you must reset the puzzle.

SACRIFICE LIST— PICK 7

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No attack items

No Flee command

No Dash ability

Attack halved

Defense halved

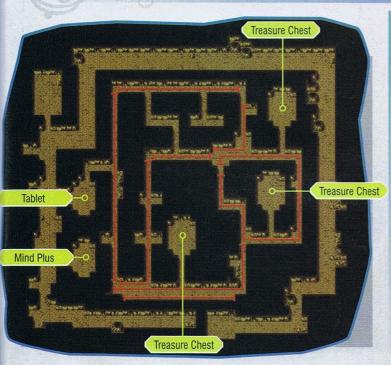
Accuracy halved

Evasion halved

Intelligence halved

MEDIEVAL DUNGEON

4. The Guardian



The key that unlocks the exit is hidden in one of three chests scattered in the area. The dragons act as security guards, moving in different directions and occasionally at different speeds. The dragons move in somewhat predictable patterns, but there is some variance in their timing.

You don't have to touch a dragon for them to detect the party. As long as the dragon is facing the proper direction and is within three paces, the dragon will find the party. If your party gets discovered, they are returned to the starting point and the dragons' positions are reset. Try to memorize the dragons' paths and scurry past them when their backs are turned.

SACRIFICE LIST— PICK 1

No Fight command

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No attack items

No Dash ability



5. Path of Light



SACRIFICE LIST-PICK 2

No Magic command

No Item command

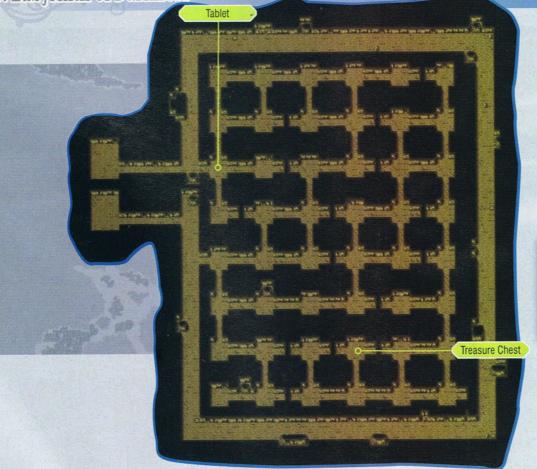
No Flee command

No Dash ability

Watch the ball of light travel around the area and follow its path. If you take the wrong path at any point, the light re-appears and shows the correct path again. The path changes if you reset the puzzle, so pay attention each time the light makes its circuit.



6. Labyrinth of Darkness



SACRIFICE LIST-PICK 2

No Fight command

No Magic command

No Flee command

No Dash ability

Light the candles to create a greater sphere of light. The chest never moves, so if you know where to find it, there's no real need to light the candles.



7. Scavenger Hunt



SACRIFICE LIST— PICK 3

No White Magic command

No Item command

No recovery items

No Dash ability

Attack halved

Defense halved

Accuracy halved

Intelligence halved



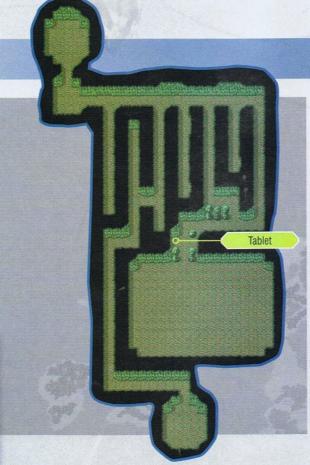
After the tablet provides the distance to the buried key, use individual taps on the controller to move since this allows you to count the number of steps taken. Turning off Dash may make counting your steps in this manner easier. If you dig in the wrong spot, there may be an enemy encounter and the game provides an updated distance to the key. Keep in mind that diagonal movement isn't allowed in *Final Fantasy*, so one square away diagonally is actually two steps.

8. March of Souls

Speak with the cloaked figure to start a parade of 10 characters encountered previously in *Final Fantasy*. The cloaked figure asks three multiple-choice questions that you must answer correctly. If you miss any, the cycle starts over with a new set of characters marching between the balls of fire.

Unless you have a terrific memory, take some notes (a pen and paper works well here) and devise a shorthand system to note the order of the characters. With the information in front of you, answering the questions should be a





SACRIFICE LIST-PICK 3

No White Magic command

No Item command

No recovery items

No Flee command

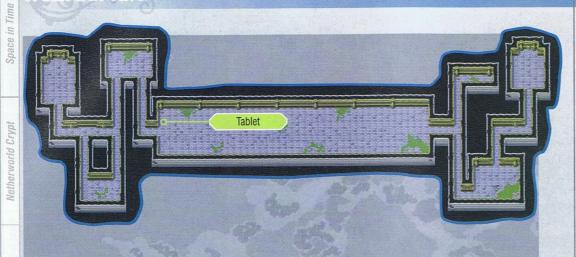
No Dash ability

Attack halved

Defense halved

Accuracy halved

9. The Bat Cave



Tree limit 99 . 32

This is a counting exercise. Take note of the total number of bats, the number of stationary bats and the number of bats in motion. Answer the single question at the end to break the seal.

SACRIFICE LIST— PICK 7

No Fight command

No White Magic command

No Item command

No recovery items

No attack items

No Dash ability

Attack halved

Defense halved

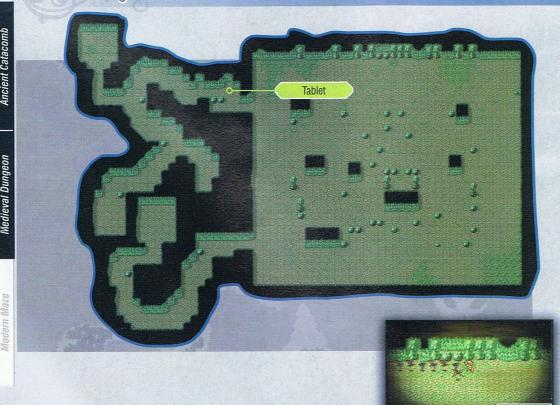
Accuracy halved

Evasion halved

Intelligence halved

ANCIENT CATACOMB

10. Bat-a-bing!



SACRIFICE LIST—PICK 2

No Fight command

No Magic command

No Flee command

No Dash ability

The bats must go into the center area. Stand at the entrance to the area and use the bat's logic (turning right with a collision) to backtrack through the path the bats must follow to enter the center area.

If you don't want to break the blue seal, start at the top-center of the room and wait for the bats to veer away from the party. Take one step back and wait for their return and repeat this process. This trial-and-error method is excruciatingly slow, but you will find the solution eventually.

11. Trial by Fire



SACRIFICE LIST— PICK 3

No Fight command

No Magic command

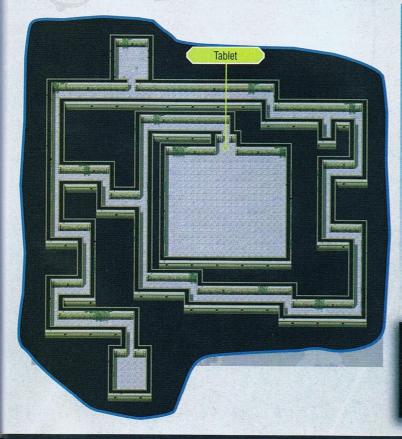
No Item command

No Dash ability

Interacting with a candle switches the candles around it (above and below, left and right) from off to on, or on to off. The goal is to have all the candles lit at the same time.

There is a random number of candles burning when the challenge begins. The key to solving this puzzle is lighting the most candles with the fewest touches. The solution should not include switching an already lit candle off, then re-lighting it. If you're stuck with a single candle still unlit, leave the puzzle area and restart the puzzle.

12. Fire Drill



Read the tablets and light the appropriate candles in the fourby-four grid. The tablets provide clues as to which candles to light to break the seal.

Start off by reading the tablets to determine how many candles you must light. If any tablet says to light all of the candles, do so immediately. If any tablet indicates to light three consecutive candles, light the center pair immediately. Fire Drill becomes tricky when every tablet asks for you to light either alternating or a single candle. If this occurs, trial-and-error may be required to solve this puzzle.



SACRIFICE LIST— PICK 5

No Fight command

No Magic command

No White Magic command

No Black Magic command

No Flee command

No Dash ability

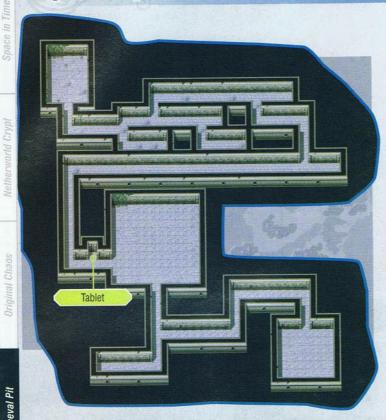
Attack halved

Defense halved

Accuracy halved

Evasion halved

13. Specter Inspector



Five specters appear on-screen, then walk off-screen. When they return, one of the five is a different character. Speak with that character to continue. The next set of specters is twice the size of the first group, but the challenge is the same.

The third group consists of only three specters, but they change the direction faced, not their appearance. The fourth group has five characters; however, the challenge is the same as the one for the previous group. The final challenge has 10 specters and the change could be either a slightly changed character model, or a specter has changed the way it faces. A wrong guess leads to a battle; after the battle, the specters re-appear and the process begins again.

SACRIFICE LIST— PICK 5

No Fight command

No Magic command

No Item command

No Dash ability

Attack halved

Defense halved

Accuracy halved

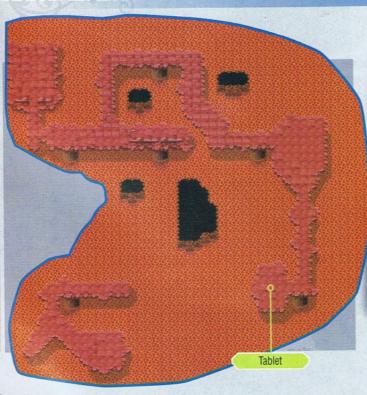
Evasion halved

Intelligence halved



PRIMEVAL PIT

14. Beat the Heat



Before undertaking this challenge, turn off Dash unless you have nimble fingers. The goal is to cross from one end of the path to the other while touching every sphere of light. The catch is that the stones crumble after crossing them. If the party falls into the lava, they are sent back to the starting point and all of the spheres reappear.



SACRIFICE LIST— PICK 5

No Magic command

No White Magic command

No Item command

No recovery items

No Dash ability

Attack halved

Defense halved

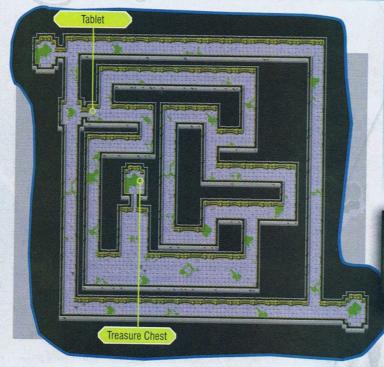
Accuracy halved

Evasion halved

Intelligence halved

Ancient Catacomb

15. Thunder Alley



The goal is to open the chest in the center of the maze to break the seal. When the screen flashes, move closer to a lightning rod to avoid being swept back to the start. Just keep within one space (diagonal spaces are safe as well) of the lightning rod until the lightning strike passes. Stray too far from the lightning rod when a lightning bolt hits and you must start over at the tablet.



SACRIFICE LIST— PICK 6

No Fight command

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No attack items

No Dash ability

Attack halved

Defense halved

Accuracy halved

Evasion halved

Intelligence halved

16. Mechanical Madness



Move the robots to clear the path to the other side of the room. The robots move in the direction opposite the side on which the character stands (keep this thought in mind). The robots' locations vary slightly each time the puzzle is started.

The key to completing this challenge is to look ahead before moving any robots. Push robots out of the way of the party's path and make sure they don't block movement of other robots. If a single push is all that's required to create a path, don't push the robot twice just because the path is clear to the wall! You can always return to move the robot again if it's necessary, but you can't undo any single movements. Thinking ahead is the quickest path to solving this puzzle.



SACRIFICE LIST-PICK 6

No Fight command

No Magic command

No White Magic command

No Black Magic command

No recovery items

No attack items

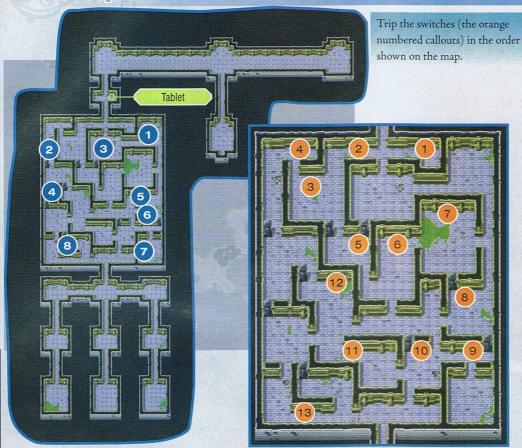
No Dash ability

Attack halved

Defense halved

Accuracy halved

Evasion halved



SACRIFICE LIST— PICK 6

No Fight command

No Magic command

No Black Magic command

No Item command

No attack items

Attack halved

Defense halved

Accuracy halved

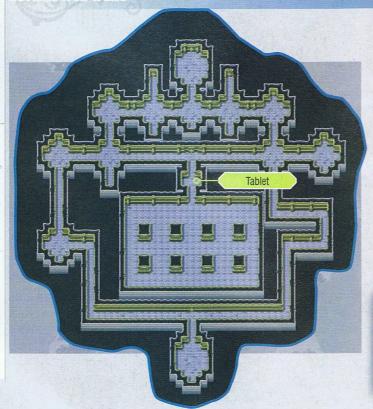
Evasion halved

Intelligence halved

- 1 X-Potion
- 5 Mind Plus
- 2 Power Plus
- 6 Speed Plus
- 3 Dry Ether
- 7 Elixir
- 4 Cottage

8 Potion

18. Flower Sale



The cloaked figure hands over some gil and you must spend that exact amount by buying flowers from the merchants in the area. Keep a pencil and piece of paper handy to keep a running total of the amount of gil spent. Speak with a few merchants before buying anything to get an idea of what some are charging. After making a purchase from a vendor, that vendor vanishes. If you have spent too much or too little when you speak with the cloaked figure again, the challenge resets and you start with a different amount of gil.



SACRIFICE LIST— PICK 7

No Magic command

No Black Magic command

No Item command

No recovery items

No Flee command

No Dash ability

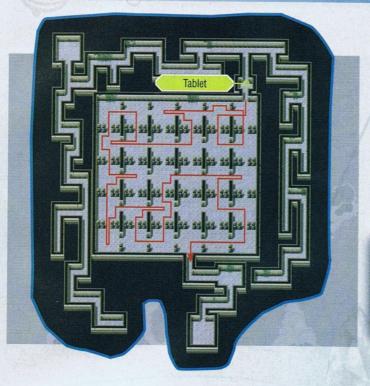
Attack halved

Defense halved

Accuracy halved

Evasion halved

19. Breakout



Each floor switch controls one or more stones. Switching them off or on will make stones disappear or reappear, respectively. Some of the stones are not in the immediate area of the switch that controls them, so explore a bit if you don't see a stone vanish after stepping on a switch. Additionally, some stones are linked to more than one switch. The goal is to reach the bottom-center square and head through the exit.



SACRIFICE LIST— PICK 6

No Fight command

No Magic command

No Black Magic command

No Item command

No attack items

No Dash ability

Attack halved

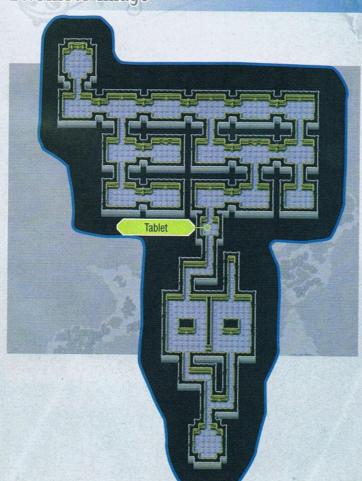
Defense halved

Accuracy halved

Evasion halved

Intelligence halved

20. Mirror-Image



Before starting this challenge, set Dash to off as even walking speed is faster than the robot you must mirror. Also, don't forget to mirror (not match) the robot's motion. There are four stages to this challenge and each stage requires one pattern of movement repeated four times. Don't move too far ahead or fall too far behind the robot! Fortunately, failing to move as indicated only resets the challenge back to the start of the current pattern.



SACRIFICE LIST-PICK 8

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No attack items

No Flee command

No Dash ability

Attack halved

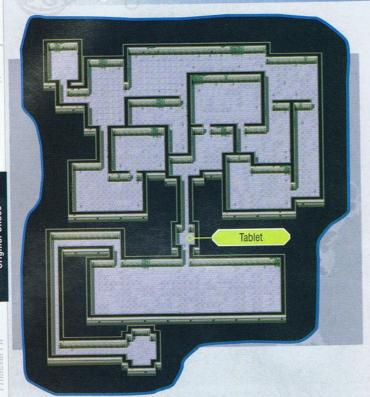
Defense halved

Accuracy halved

Evasion halved

ORIGINAL CHAOS

21. Marching Orders



Move into the empty spot in the middle of the soldiers, then keep in step with them. Listen for the whistle to know when the formation is about to start moving. Note that the formation stops randomly and with no warning. The whistle sounds again when the formation is about to move.

Move too quickly, or straggle too far behind, and the formation comes to a halt. The sergeant in charge of the formation will then shout in frustration and the challenge repeats from the start. Turning off Dash will definitely help here.

SACRIFICE LIST— PICK 4

No Magic command

No White Magic command

No Item command

No recovery items

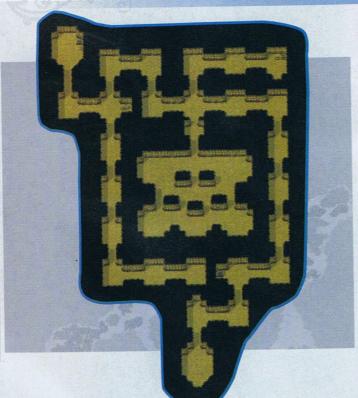
No Dash ability

Accuracy halved

Intelligence halved



22. Twin Statues



There are four sets of statues that you must move and turn so they are adjacent to and facing each other. Pushing the statues makes them move in the same direction as the character faces. Statues always turn in a clockwise direction; reset brings back all the statues, so don't get stuck!

The key here is to avoid pushing a statue into a position where you can't move it. It's not a completely lost cause if this happens as long as you can push the other statue to reach it, but it does make things a bit more difficult.

SACRIFICE LIST— PICK 3

No Fight command

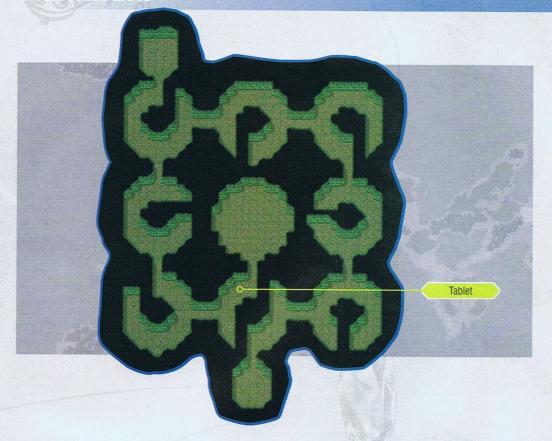
No Magic command

No Flee command

No Dash ability



23. Note for Note



SACRIFICE LIST— PICK 4

No Fight command

No Magic command

No Item command

No Dash ability

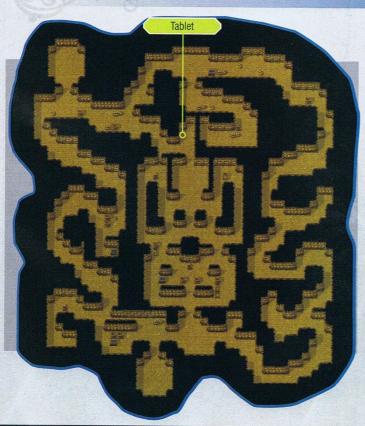
Attack halved

Defense halved

Watch the floor plates (or memorize the tones) and repeat the pattern. There are three memory tests and each successive test adds more notes to remember. Making a mistake means the pattern is repeated and you must try again, but otherwise no time is lost.



24. The Path to Peace



You must clear a path for a robot to reach the light at the end of the maze. There are two objects that block the robot's path: Holy Dragons and stones. The stones must be moved and the dragons eliminated (it isn't necessary to fight the dragons; you could engage them and Flee from the battle). If the robot's path becomes blocked, it will shut down and return to its starting point. While the robot's path changes each time this challenge is started, it always follows the same path during the same challenge. Therefore, expect to restart this challenge at least once before completing it. There's no way to anticipate the robot's path, so you must learn through trial and error.

SACRIFICE LIST— PICK 4

No Item command

No Flee command

Attack halved

Accuracy halved



25. Slay or Be Slain



The cloaked figure asks you to kill a certain number of a specific type of dragon without harming any other types of dragons. There are three defining characteristics for the dragons: horns (0, 2 or 4 horns), wing size (large and small), and tail size (large and small). Carefully observe the dragons as they wander around. It's easiest to tell how many horns a dragon has when it faces south, while the tail and wing length are more apparent when it faces north.

There are three stages to this challenge. In each stage, the cloaked figure asks for an additional type of dragon (meaning one type in the first stage and three in the third). It's best to keep a tally of the dragons killed to avoid repeating the challenge. Failing at any point means starting over with the first set of dragons to kill.

SACRIFICE LIST— PICK 5

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No attack items

No Dash ability

Attack halved

Defense halved



26. Labyrinth of Trials



The first stage is to shut down the green forcefield. To reach the switch that controls the forcefield, you must move the robots to create a path. There are some switches and stones beyond the robots. The switches remove the stones, but the stones return after a brief time. Activate the switches in the order indicated on the map (1-7). Take the most direct route to reach the next switch.



SACRIFICE LIST-PICK 8

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No Flee command

No Dash ability

Attack halved

Defense halved

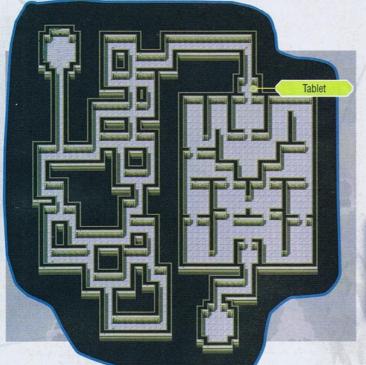
Accuracy halved

Evasion halved

e 6

NETHERWORLD CRYPT

27. Labyrinth of Disasters



To break this map's seal, the party must reach the end of the maze. Use the candles scattered around the level to increase the visible area on-screen. When the screen flashes, move the party close to a lightning rod and walk around it until the lightning strike passes. If the party is caught away from a lightning rod when lightning strikes, they will return to the starting point.



SACRIFICE LIST— PICK 7

No Fight command

No White Magic command

No attack items

No Flee command

No Dash ability

Attack halved

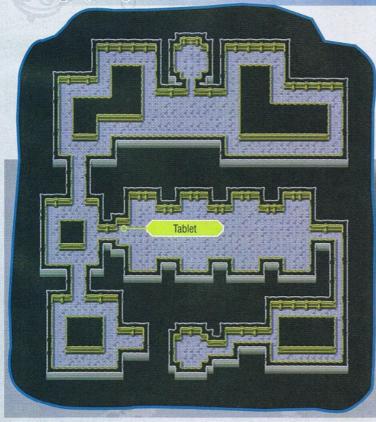
Defense halved

Accuracy halved

Evasion halved

Intelligence halved

28. Step by Step



The exit is directly east of the entrace, but the room is filled with robots. For each step that the party takes, the robots take a step in a random direction. If a robot ends up in a square adjacent to the party, then a fight against a Warmech ensues. Reach the exit to break the seal.



SACRIFICE LIST— PICK 7

No Fight command

No White Magic command

No recovery items

No Flee command

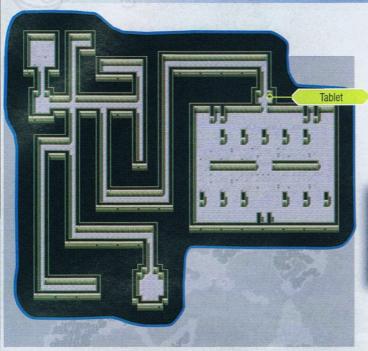
Attack halved

Defense halved

Accuracy halved

Evasion halved

29. Tricky Statues



This is a combination of Twin Statues and Step by Step. You must match up the identical statues while monsters move randomly in time with the party's steps. When a pair of statues is matched, both the statues and the enemies that resemble the statues vanish from the map. Match up all the statues to break the seal.



SACRIFICE LIST— PICK 7

No Fight command

No White Magic command

No recovery items

No attack items

No Dash ability

Attack halved

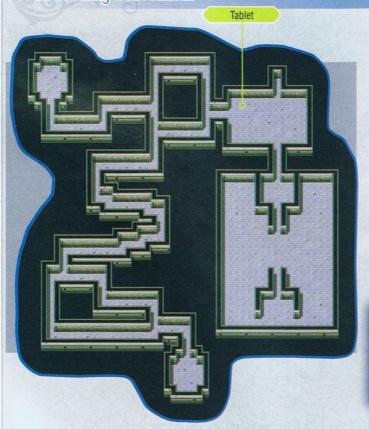
Defense halved

Accuracy halved

Evasion halved

Intelligence halved

30. Traveling Salesman



Watch the characters who pass, then speak with the cloaked figure. You receive an exact amount to spend (the amount changes) on purchasing flowers from the characters who just appeared. There are extra characters in the area as well (color swaps of the characters in the parade) who turn into Revenants if you speak with them. Check with all the characters before making any purchases. There are eight flowers to buy, however, the only way to reach the correct total is to buy from the correct seven.



SACRIFICE LIST-PICK 8

No Magic command

No White Magic command

No Black Magic command

No Item command

No recovery items

No attack items

No Flee command

No Dash ability

Attack halved

Defense halved

Accuracy halved

Evasion halved



Space in Time is the final level of each successful trip through the Labyrinth of Time. Chronodia, the architect of the Labyrinth, waits to challenge all those clever enough to navigate his challenges.

SPACE IN TIME



There are several versions of Chronodia. Breaking red or blue seals in a certain order will send you on different paths through the labyrinth, with a defferent version of Chronodia at the end of each. The more successful you are, the more powerful Chronodia will be. The following boss fight includes that version's information, but the strategy to defeat all versions is essentially the same. Each version drops a different (and incredibly powerful!) item, so there is a reward for facing each version of Chronodia.

CHRONODIA (#203)

Your party will likely gain many levels while travelling through the Labyrinth of Time. These levels come in handy when battling an enemy as powerful as Chronodia. Start off



with defensive spells such as Protera, Invisira (consider multiple applications of Invisira) and NulAll on the mage tasked with keeping party members alive. You can use other Nul spells here, as Chronodia has an extensive spellbook. Chronodia's most painful ability is called Seal, which locks out one menu option for a few rounds. The potential losses are Fight, Item and Magic. Fortunately, the current round's selections are not affected by Seal; the lockout begins with the next round of combat options.

Don't use any damage spells on Chronodia. Black Mages are better off using healing items than trying to crack Chronodia's impregnable magic defense. Use Giant Gloves, Haste, Temper, Saber, tonics, and anything else that improves a character's melee attack potential. If Chronodia knocks out anyone during the battle, remember to reapply all of the protective and offensive spells that he or she had active.

These fights will be challenging until your party reaches level 80. This isn't a stretch if you wish to unlock all the levels in the Time Chamber and face each version of Chronodia. Don't be shy with Megalixirs and Ethers during these bouts either.

Black Knight

BRYHARY



LEGEND

- #: The enemy's reference number in the game's bestiary.
- Name: The enemy's name.
- (3) HP: The enemy's total number of hit points.
- 4 Attack: This score determines the base strength of an enemy's physical attack.
- 5 Accuracy: This score determines the chance of an enemy's physical attack landing.
- 6 Defense: The enemy's resistance to damage dealt by physical attacks.
- 7 Agility: This score determines the order of action in battle.
- Intelligence: This score determines the chance of an enemy's magic attack landing (e.g. Sleep or Bind) and the amount of damage or healing done by spells an enemy casts.

- Evasion: This score determines the enemy's ability to dodge a physical attack. The higher the score, the more likely a character will miss with a physical attack against the enemy.
- Magic Defense: The enemy's resistance to damage dealt by spells.
- Gil: The amount of gil dropped by the enemy after it is defeated
- Exp: The amount of experience awarded for defeating the enemy
- (13) Treasure: When defeated, the enemy may drop the item listed here.
- Weakness: The types of magic to which the enemy is vulnerable.
- Resistance: The types of magic that have little to no effect on the enemy.







		1			
1	-	A	llos	aurus	
8 H	P	48	30	ATT	65
N AC	CC	13			10
AGIL		30	11	ITELL	10
EVA		60 MA		AG DEF	200
GIL		502	EXP		3387
TREASUR	E S	Strengtl	1 Tor	nic	
WEAK					
RESIST					



Character Classes





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		ACC	4	2	DEF	18
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	EV	1	78	M	AG DEF	170
1	GIL		2000		EXP	2250
	TREA	SURE	Mythril	Swo	rd	
	WE	AK	-			
	RES	IST	-			

		A	tom	OS	
	HP	13,	000	ATT	50
	ACC	8	0	DEF	70
AGI	L /	10	IN	ITELL	130
EV	A	10	MAG DEF		200
GII		0	EXP		0
TREA	SURE	Judgm	ent S	taff	
WE	AK	-			
RES	IST	Quake, Poison	Ston	e, Death,	Time,







8			ige	yes	
7	HP		0	ATT	4
	ACC		2	DEF	0
AGII	L /	42	II	NTELL	6
EVA		84	M	AG DEF	14
GIL		10		EXP	42
TREAS	URE	None			
WE	AK	Lightni	ng		
RES	IST	Quake,	Fire		





	3	B	lacl	Goblin	
1	P	5	0	ATT	10
	CC		;	DEF	4
AGIL		10	11	ITELL	1
EVA		10	MAG DEF		16
GIL		300		EXP	200
TREASUR	E	Potion			
WEAK					
RESIST					







				Bl	001	dbones		
	Н	P		14	4	ATT	26	
	AC	c		36	;	DEF	12	
AGI	L	W	21		II	ITELL	6	
EV	A		42		MAG DEF		76	
GIL			378		EXP		378	
TREAS	SURI	1	None					
WE	AK	I	ire, l	Dia				
RES	IST			nes	s, S	ilence, M	, Paralysis, ind, Stone,	





















The Magic System

Items & Equipment



	6		C	hro	nodia			
9	IP.	1	30,0	000	ATT	130		
A	CC		20	00	DEF	150		
AGIL		120)	11	ITELL	70		
EVA		100 MAG DEF		200				
GIL		1			EXP	1		
TREASU	RE.	Max	Maximillian					
WEAK		-						
RESIS1		Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death						

Tone of the last	3 10		0	hrol	nodia		
	HP		33,0	000	ATT	120	
	ACC		20	0	DEF	160	
AGI	L	1	20	IN	ITELL	70	
EV	A	1	10	MAG DEF		200	
GII			1	EXP		1	
TREA	SURE	Lust Dagger					
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1		1	C	hro	nodia		
ee	HP		33,	000	ATT	120	
	cc		20	00	DEF	160	
AGIL		1	20	II	ITELL	70	
EVA	Ī	1	10	MA	IG DEF	200	
GIL			1		EXP	1	
TREASU	RE	Golden Staff					
WEAK							
RESIS	T	P: M	aralys lind, F	is, D ire, I	tning, Tim arkness, S ce, Stone usion, De	Silence, Poison,	





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		HF	,	36,	000	ATT	130
- AND THE		AC	С	20	00	DEF	170
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	GII			1		EXP	1
	TREA	SURE	I	ordly	Robe	S	
	WE	AK		•			
	RES	SIST	F	Paralys Mind, F	is, D Fire, I	tning, Tim arkness, S ce, Stone, usion, Dea	Silence, Poison,

See .	h		hro	nodia		
	НР	36,0	000	ATT	130	
	ACC	20	00	DEF	170	
AGIL		120	11	ITELL	70	
EVA		120	MA	G DEF	200	
GIL		1		EXP	1	
TREAS	JRE	Surviva	l Ves	t		
WEA	K					
RESIS	ST	Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death				

No.	0 7		hro	nodia				
8	HP	42,0	000	ATT	120			
	ACC	20	00	DEF	190			
AGI	L	120	11	ITELL	70			
EV/	1	140	MA	G DEF	200			
GIL		1	1 EXP 1					
TREAS	SURE	Barbari	an's	Sword				
WE	AK	-	-					
RES	IST	Paralys Mind, F	is, D ire, I	tning, Tim arkness, ce, Stone usion, De	Silence, , Poison,			



	S. Colonial Colonia Colonia Colonial Colonial Colonial Colonial Colonial Colonial Co		obr	d	
88	HP	5	6	ATT	6
	ACC	1	4	DEF	6
AGI	L	15	U	ITELL	6
EV	A	30	M/	AG DEF	46
GII		50		EXP	123
TREA	SURE	None			
WE	AK	-			
RES	IST	-			









			ark	Elemen	tal		
9	HP.	20	00	ATT	66		
A	CC	7	2	DEF	20		
AGIL		33	74				
EVA		25	AG DEF	120			
GIL		780		EXP	1500		
TREASU	RE	Vone					
WEAK							
RESIST		Quake, Paralysis, Sleep, Confusion, Death, Fire, Darkness, Silence, Mind					















		1					
	N.		eat	h Knigh			
	HP	19	90	ATT	55		
∇u	CC	4	8	DEF	32		
AGIL		21	INTELL		28		
EVA		42	MAG DEF		173		
GIL		3000		EXP	2700		
TREASU	RE	None					
WEAK		-					
RESIST	できる。	Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind					



The Magic System



Deepeyes							
8	HP		30)4	ATT	30	
	AC	C	7	6	DEF	16	
AGII			12	11	ITELL	0	
EVA			24	MAG DEF		156	
GIL		3	3591 EXP		3591		
TREAS	SURE	1	Vone				
WE	AK	L	ightni	ng		1	
RESIST			Quake, Fire				
			\				

-	Co.		I)ese	rt Baret	ta
911	Н	P	3	52	ATT	98
	AC	C	88		DEF	48
A	GIL		24	11	ITELL	12
E	VA	1000	48 M		AG DEF	156
(IIL	1 EXP		2610		
TRE	ASUR	E	None			
V	VEAK					
R	ESIST					

		0	ese	rtpede	
99 H	P	12	20	ATT	35
AC	C	3	5	DEF	15
AGIL		40		ITELL	8
EVA	7	60	MAG DEF		85
GIL		100		EXP	250
TREASUR	E	Antidot	е		
WEAK					
RESIST					







RESIST						1 116
						ens & Equip
		0	uel	Knight		ment Chara
e	IP.	52	20	ATT	60	cter C
A	CC	5	8	DEF	50	lasse
AGIL		49	IN	ITELL	41	S
EVA		55	MA	IG DEF	140	Wa.
GIL		4300		EXP	1200	Ikthro
TREASU	RE	Enhanc	er			ugh
WEAK						-
RESIST		Paralys Death,	is, S Dark	leep, Con ness, Sile	fusion, nce, Mind	Bonus Dungeon





S. Contraction of the contractio		1	E	arth	Plant	
	Н	P	675		ATT	35
	AC	cc	86		DEF	60
AG	GIL /		19	11	ITELL	20
EV	'A		24 M		IG DEF	170
GI	L		300	4440		
TREA	SUR	E	Turbo E	ther		
W	EAK					
RE	RESIST					

T			E	arth	Troll		
S H	P		56	6	ATT		50
W A	CC		5	6	DEF	The second	45
AGIL		25		10	ITELL		14
EVA		48		W	AG DE		100
GIL		542)		EXP		1200
TREASUR	E	Non	9				
WEAK		Fire					
RESIST		-					























20	7						
1		Ghast					
H H		66	ATT	8			
AC	c I	4	DEF	10			
AGIL	23	11	ITELL	2			
EVA	46	MA	IG DEF	40			
GIL	117		EXP	117			
TREASURE	None						
WEAK	Fire, Di	a					
RESIST	Darkne	lce, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Sleep, Poison					



Items & Equipment





9			iga	s Worm	
	НР		6	ATT	17
	ACC	1	14	DEF	8
AGI	IL /	12	11	ITELL	9
EV	A	24	M	AG DEF	40
GII	L	15		EXP	63
TREA	SURE	None			
WE	AK	Fire			
RES	SIST	-			









S. C. C.		iray	Ooze			
HP		6	ATT	30		
ACC	1	9	DEF	1		
AGIL	2	11	ITELL	0		
EVA	4	M/	AG DEF	55		
GIL	70		EXP	255		
TREASURE	None					
WEAK	Lightni	ng				
RESIST	Quake, Ice, Fire, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep					





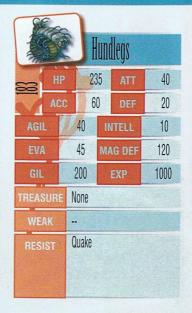














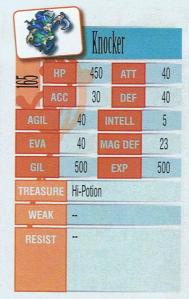




		2			n 1		
0	16			On	Golem		
3	HP		30)4	ATT	93	
	ACC	•	7	6	DEF	100	
AGII		12		IN	ITELL	26	
EVA			24	MAG DEF		143	
GIL		3	3000	EXP		6717	
TREAS	URE	١	Vone				
WE	4K		-				
RES	IST	Quake, Ice, Fire, Death, Confusion, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep					









The Magic System

Items & Equipment



			La	IVa	Worm	
790	HP		280	0	ATT	50
	ACC		70		DEF	31
AGIL	. [2		INTELL		12
EVA		4		MAG DEF		143
GIL		400)	EXP		1671
TREAS	URE	Non	е			
WEA	IK.	Ice				
RESI	ST	Qua	ke, f	Fire		

				essi	er Tiger				
88	НР		13	32	ATT	22			
	ACC		3	3	DEF	8			
AGI	L	1	24	11	ITELL	13			
EV	4		48		AG DEF	85			
GIL			108		EXP	438			
TREA	SURE	χ.	-Potio	n					
WE	WEAK			-					
RES	RESIST			-					

			ich				
3 H	P	12	00	ATT	40		
AC	CC	4	9	DEF	40		
AGIL		12	11	ITELL	30		
EVA		24 MA		AG DEF	120		
GIL		3000	EXP		2200		
TREASUR	E	Dry Eth	er				
WEAK		Fire, Dia	1				
RESIST	Ice, Death, Confusion, Paralysis Darkness, Silence, Mind, Stone, Poison, Sleep						







Mage Chimera								
H	P	60	0	ATT	55			
AC	C	7	5	DEF	30			
AGIL		70		ITELL	40			
EVA		70	MAG DEF		150			
GIL		4500	EXP		5000			
TREASUR	Е	Hermes	'Sh	oes				
WEAK		lce						
RESIST		Quake,	Fire					

	Manticore								
8	HP		64	ATT	22				
M	ACC	4	1	DEF	8				
AGII		36	11	ITELL	8				
EVA		72	MA	AG DEF	95				
GIL		650		EXP	1317				
TREAS	SURE	Tent							
WE	AK	-							
RES	IST	Quake							



	4	1	Mari	lith (Cha	os Shrine)		
	HP		3200	ATT	60		
	ACC		63	DEF	80		
AGIL		30	1	NTELL	41		
EVA		60	M	AG DEF	183		
GIL		1		EXP	2000		
TREAS	URE	None	,				
WEA	K	-					
RESI	ST	Lightning, Fire, Stone, Poison, Ice					

















4	Troft Vad)chr	e Jelly		
*	HF	•	j	6	ATT	32	
	AC	C	1	9	DEF	6	
AGI	L		3	11	ITELL	3	
EV	1		6	MA	G DEF	55	
GIL			70		EXP	252	
TREAS	SURE	1	None				
WE	AK	10	ce, Fire	9			
RES	P	Quake, Death, Confusion, Paralysis, Stone, Poison, Sleep, Darkness, Silence, Mind, Lightning					











Items & Equipment

Character Classes

Walkthrough





-				Phantom Train					
	=	Н	,	9	99	9	ATT	200	
	0.5	AC	C		50		DEF	80	
	AGI	L	1	30		IN	ITELL	40	
	EV	A		0		MAG DEF		180	
	GII			0			EXP	0	
	TREA	SURI	N	Megalixir					
	WEAK			Fire, Dia					
				Quake, Stone, Death, Time, Poison, Confusion					

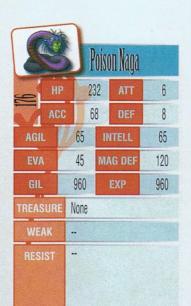
	No.		Pha	raoh				
	HP		1220	ATT	75			
	ACC		67	DEF	44			
AGI	L	45	1	NTELL	18			
EV	1	24	M	AG DEF	92			
GIL		154	2	EXP	1542			
TREAS	SURE	Asur	Asura					
WE	AK	Fire,	Dia					
RES	IST	Slee	Death, Confusion, Paralysis, Sleep, Darkness, Silence, Mind, Ice					







	4	P	oisi	on Eagle	
	,	20	00	ATT	30
AC	С	6	0	DEF	5
AGIL	1	777		ITELL	36
EVA		100	MAG DEF		52
GIL		555	EXP		500
TREASURE	(Cockat	rice (Claw	
WEAK					
RESIST		•			













	A STATE OF THE STA		R	leap	er			
8	Н	P	35	50	ATT	90		
	AC	c	5	0	DEF	20		
AGI	L //		40	IN	ITELL	55		
EV	A		60 MA		IG DEF	200		
GIL		1	000	EXP		1000		
TREAS	SURI	0	Deathbringer					
WE	AK	F	Fire, Dia					
RES	IST	0	Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind					









				leve.	nant				
38	HF	•	e	8	ATT	20			
	AC	C	1	3	DEF	15			
AGI			30	11	ITELL	3			
EVA	١		42	M/	AG DEF	45			
GIL			250		EXP	250			
TREAS	URE	N	lone						
WE	AK	F	Fire, Dia						
RESI	IST	C	Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness Silence, Mind						











Magic

System

Items & Equipment

Character Classes





7		-		Sahagin Prince					
660	HF		-	204	ATT	47			
	AC	C		51	DEF	20			
AGI	L [48	11	ITELL	15			
EV	A _		96		AG DEF	101			
GIL			882 EXP			882			
TREA	SURE	٨	lone						
WE	AK	L	ightni	ng					
RES	IST	Q	luake,	Fire					









	1		S	cor	pion	
	9		8	4	ATT	22
AC	C		2	1	DEF	10
AGIL		27		IN	ITELL	6
EVA		54		MAG DEF		55
GIL		70			EXP	225
TREASURE	S	pide	er's	Silk		
WEAK						
RESIST	-					













		8	hinn	yu .	
₩ H	P	35,0	000	ATT	220
AC	CC	20	00	DEF	60
AGIL		87	11	ITELL	70
EVA		20	MA	IG DEF	220
GIL		0		EXP	0
TREASUR	E F	Ragnard	ok		
WEAK					
RESIST		Quake, Poison	Ston	e, Death,	Time,

7				Silver Dragon					
7	HI	•		20	0	ATT	53		
V	AC	С		50)	DEF	10		
AGII			40		INTELL		15		
EVA	1		86	MA		G DEF	180		
GIL		2	2000	00		EXP	1800		
TREAS	SURE	N	None						
WE	AK								
RES	IST	8	Sleep	0, 0	Confu	tning, Para usion, Dea s, Silence	ith, Fire,		



Darkness, Sleep, Silence,

Confusion, Mind, Death





		S	pec	ter			
	P	11	114 AT		40		
AC	C	29)	DEF	12		
AGIL		54	11	ITELL	25		
EVA		108	MA	AG DEF	67		
GIL		432	EXP		432		
TREASUR	E 1	None					
WEAK	F	Fire, Dia					
RESIST	Quake, Ice, Death, Confusi Paralysis, Darkness, Silenc Mind, Stone, Poison, Sleep						











Items & Equipment



		I	iam	at	
H	P	24	00	53	
AC	CC	8	0	DEF	80
AGIL		36	11	ITELL	45
EVA		72	MAG DE		200
GIL	6	6000	EXP		5496
TREASUR	E N	lone			
WEAK	3	Stone, F	Poiso	in	1
RESIST	(Quake,	Ligh	tning, Ice,	Fire

1		JI	iam	at (Cha	os Shrine)
77	HP	55	00	ATT	75
V	ACC	8	5	DEF	90
AGI	L	45	IN	ITELL	38
EV	1	90	MAG DEF		200
GIL		1	EXP		2000
TREAS	SURE	Rune St	aff		
WE	AK	-			
RES	IST	Quake,	Light	tning, Ice,	Fire

	P		Troll		
76	НР		84	ATT	24
	ACC		46	DEF	. 12
AGIL		24	11	NTELL	6
EVA		48	MA	AG DEF	100
GIL		621		EXP	621
TREAS	URE	None			
WE/	IK	Fire			
RESI	ST	-			







				U	nde	erground	der
*	HP			69	0	ATT	75
	ACC			8	5	DEF	50
AGI	L /		40		IN	ITELL	35
EV	A		45		MA	IG DEF	190
GII		1	30	0		EXP	2500
TREA	SURE	G	aia	Ge	ar		
WE	AK						
RES	IST	C	ont	fusi	on, [lysis, Slee Death, Lig ilence, Mi	htning,













	金う	1	Vate	r Naga	
	IP.	3	56	ATT	9
A	cc	7	1	DEF	8
AGIL		36	IN	ITELL	25
EVA		72	MAG DEF		116
GIL	2	355		EXP	2355
TREASUR	E N	lone			
WEAK	L	ightnir	ng .		
RESIST		Quake,	Fire		



















				Wraith					
88	Н	P	8	6	ATT	22			
	AC	C	2	2	DEF	4			
AGI	L		45	IN	ITELL	18			
EVA		(90	MAG DEF		52			
GIL		2	31	EXP		231			
TREAS	URE	Cr	osier						
WE	e, Dia	Dia							
Para				s, Sto	Death, Cor one, Poiso lence, Mir	on, Sleep,			













STRING

15 PUZZLE

When you're on the ship, hold the X button and press the Circle button 23 times to access a sliding tile puzzle game called "15 Puzzle." The game tracks your best time and rewards you accordingly. You will receive two of the following items for top three finishes each time you complete it.



1st Place Finish: X-Potion

2nd Place Finish: Dry Ether, Elixir, Emergency Exit, Hermes' Shoes, Remedy, Turbo Ether

3rd Place Finish: Blue Curtain, Blue Fang, Cockatrice Claw, Red Curtain, Red Fang, Spider's Silk, Vampire Fang, White Curtain, White Fang

The following are the items you can win for completing the puzzle in a time that is greater than the time for the top three places. These items are given out one per win: Golden Needle, Antidote, Potion, 100 gil, Eye Drops, Phoenix Down, Echo Grass

ART GALLERY

There are 76 images to unlock in the art gallery. The higher your completion percentage, the more images you will unlock. To increase the game's completion percentage, empty every treasure chest, find all the enemies in the bestiary, and complete the bonus dungeons.

MUSIC PLAYER

Defeat Chaos and save your game to create a "Clear Data" file. This will unlock the Music Player in the Extras menu. The Music Player allows you to listen to the music you heard throughout the game. You only have to unlock the Music Player to access all of the available tracks.

TIME CHAMBER

Defeat Chronodia at least once and save your game to unlock this option in the Extras menu. This menu option enables you to return to any floors within the Labyrinth of Time that have had their blue seal broken. Press the Triangle button to read the rules for using the Time Chamber.



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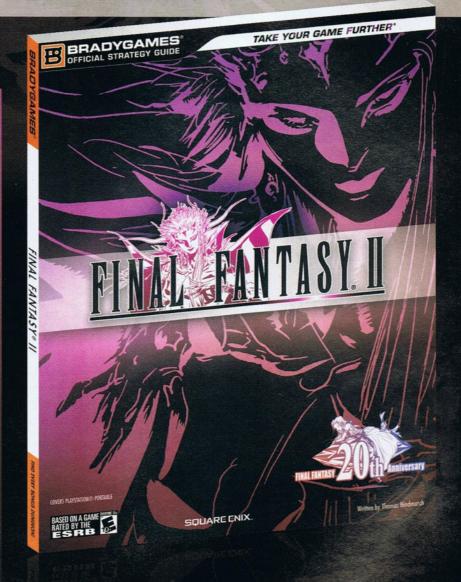
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